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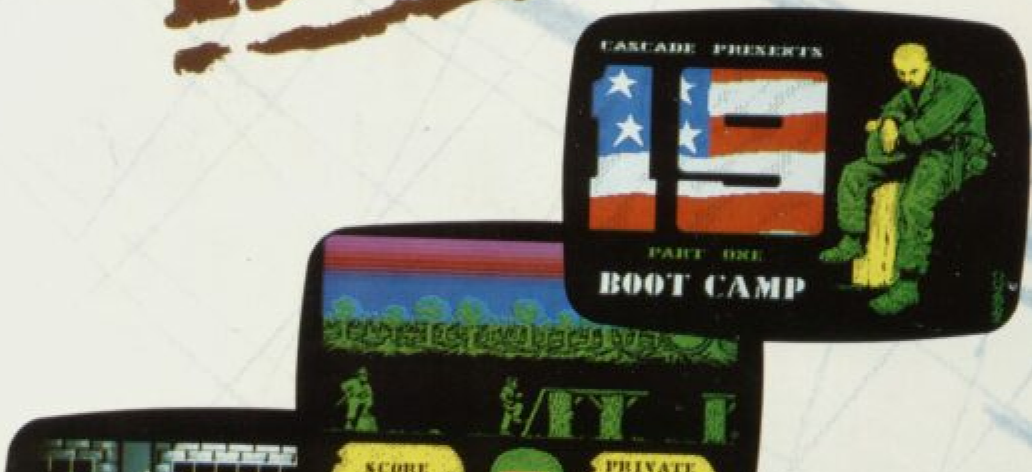
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The Essential Clue Collection. Don't Be Seen Without It!

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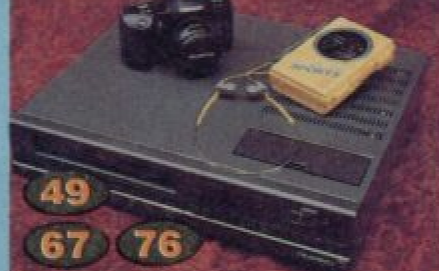
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YS COMPOS

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Got no dosh? Check out the budgets, Tosh!

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GAMES

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Up to the minute hints'n'tips'n'POKEs. Full colour maps of Desolator and Buggy Boy.

REGULARS

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ONLY KIDDING

Steinar Lund chomps at the bit with Graeme Kidd.

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COVER ILLUSTRATION: STEINAR LUND

Usagi Yojimbo © Stan Sakai

DON'T MISS OUT ON THE NEXT FINGERLICKIN' GOOD ISSUE OF *YOUR SINCLAIR* – IN THE SHOPS ON SEPTEMBER 13TH!

Ninja Trainspotter Through History
A regular series in conservation with the World's Greatest Ever Trainspurters

18: Ben Elton San



(Applause) "Yes indeed, ladies and gentlemen, and many many many thanks to FEM, that lovely group of Feminist egg whistlers from Finchleyyyy, let's give 'em a big hand.(WHACKK!) Good. Brilliant. Yes indeed. Alright, (ha ha) it's about time I told a joke. It's also about time I said a slightly naughty word — BUM! There you go, that's alright. It's late at night, who's gonna know? RIGHT ON! The joke. There was two geezers standing in a dole queue . . . Wooor! Eh?!? Politics, eh? Nothing like mentioning politics for making you seem more intelligent than you are, eh? That's nice. That's alright. Hang on! Something's wrong wiv my staunchly working class pose . . . wot is it? Is it my glittery, post punk cabaret suit? Nope, it's scruffy enough, can't be that . . . Is it my outrageously cod cockney accent? Nope, it's still as grating and phoney as ever, and shouting at this volume and at this speed, who the flip's gonna notice, eh? That's alright! Eh? Cor blimey! No, there's something else wrong . . . OH NO! It's my yuppie-writer silly plastic 'I've got a bow tie at home' glasses! Oh no! Oh No? Oh no! My working class hero pose, shot to ribbons by one stupid mistake! Fancy forgetting to take them off before I walked on stage! I'm ruined! Me street cred's in tatters. Never mind. I never had any anyway, did I? That's alright, know wot I mean? THATCHER! Hah, see? Politics again. Never fails. Yes indeed, ladies and gentlemen, my name's Ben Elton . . . GOODNIGHT!" (Applause)

EA GOES FOR INTERPLAY

What's this? Have *Haircut 100* reformed? No, this is the happy bunch from Interplay Productions, Electronic Arts latest signing from the Yoo-ess-ov-ay. After five years as an independent publisher, the company has signed an exclusive agreement with EA to publish its products in Europe.

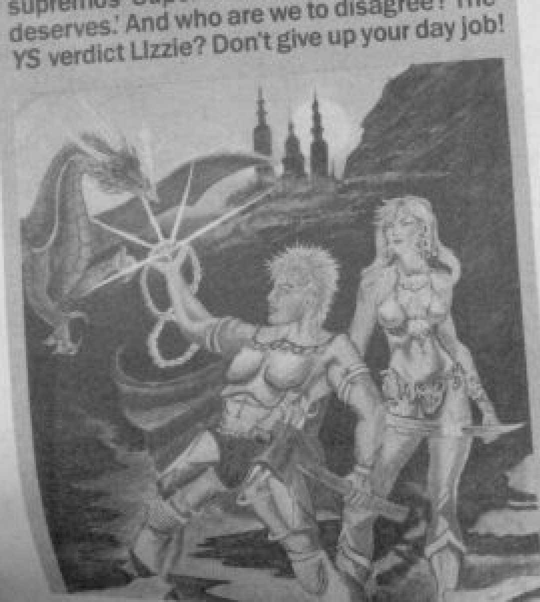
Interplay's previous productions include *The Bards Tale*, while games to look forward to include *Battle Chess*, which is said to combine the strategy of chess with battle action, and *Neuromancer*, which was developed in conjunction with that famous hippy relic Timothy Leary (ask your folks).





Those Darling Girls (Darling Warling II)

It seems that all the little Darlings are getting in on the Code Masters act. Now Lizzie Darling, aged just 17, is drawing covers for Code Masters games. Lizzie has just completed art school training, and her first cover is for the new Code Masters cheapie, *Super Hero*. The benefits of having a pair of brothers who are company directors, eh? According to the Darling supremos 'Super Hero has the cover it deserves.' And who are we to disagree? The YS verdict Lizzie? Don't give up your day job!



Darling Warling III — Revenge Of The Towel Snatchers



Oo-er! Hello, who's this? Why it's Abigail Darling, ANOTHER one of the ever-expanding Code Masters/Darling clan. And very fetching she looks in her towel. But why did you send us this piccy, Code Masters? Anyone would think we print pictures of semiclad nymphets EVERY month! (*Ahem! Ed*)

IT'S A MISTAKE!

• Snouty's in for it this time. A big muck-up with the *Rage Hard* review of the Star LC-10 printer in the August issue. It seems that he said that Miles Gordon Technology didn't sell the machine. Naughty naughty, Snout. MGT wants it known that not only does it sell the LC-10, but at a winning price of £249.95 (inc VAT) for the colour model, and £199.95 for the mono version. Snouty says he's very sorry for the damage and he'll make extra double sure of his facts next time. (*Tsk! It's so hard to get good help these days. Ed*) Oh yes, by the way, watch out for the review of the MGT TwoFace, a brill switchable expansion port gizmo with a kempston port, and also the ultimate snapshot/toolkit for the +D, the Pick-POKE-it. More about this next time.

MOVE OVER ESSO

Ever been jealous of your father when he goes into the service station and collects all of those lovely tokens? Have you stayed up long nights looking at the gift catalogues, longing for the day when you too will be able to afford a motor? Well now you don't have to wait anymore as Microdealer has introduced The Great Microdealer Cover Up, a scheme which offers software buyers the same perks that petrol guzzlers have had for years.

The scheme works like this: one token is awarded for every five pounds spent on software in participating dealers' shops. These stickers are collected on a special card which, when full, is swopped for a gift from the Microdealer catalogue — couldn't be simpler. Details of the catalogues contents have yet to be finalised, but it is believed that it will include peripherals and software as well as other non computer-related items. Just in case that's not enough of an incentive, all completed cards will be entered in a prize draw for a 16-bit computer, so get collecting!

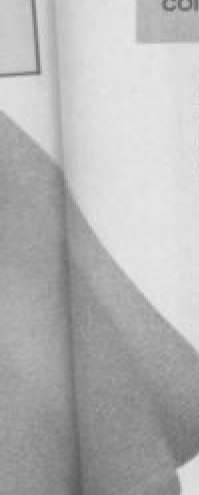
THE FUTURE OF ROCK N' ROLL?

Okay pop-pickers, zooming right in at number 2,036 we have *What A Girl Wants* from the allegedly 'new emerging group' (oo-er) *The Company She Keeps*. And where can all you groovers get your hands on this irresistible cassette single? Easy, just buy a copy of Destiny Software's next release, *Diamond*, and you'll receive your very own slice of musical happiness — absolutely free! That's right, not a single penny to pay — can you believe it? What's more, Destiny assures us that the group has recently enjoyed 'success in the UK pop charts', and although none of us has actually heard of them — well, what do we know?

Destiny's managing director Francis Lee sees a healthy future in pushing music and software together, and to this end has recently launched Destiny Records. 'Promoting music through software seems an ideal way of letting people access music they perhaps otherwise would never hear,' comments Lee. And we thought that's what ice-cream vans were for! Bet you're glad you bought those turntables.

Silent as a shadow, black as night, the ninja warriors pad stealthily through the news pages, bringing lightning death to all who oppose the . . .

NINJA FRONTLINES



GREAT YS COVER-UP!

They're back! Due to overwhelming popular demand, next month sees the return of the *YS* cover-mounted cassette . . . miss it at your peril.

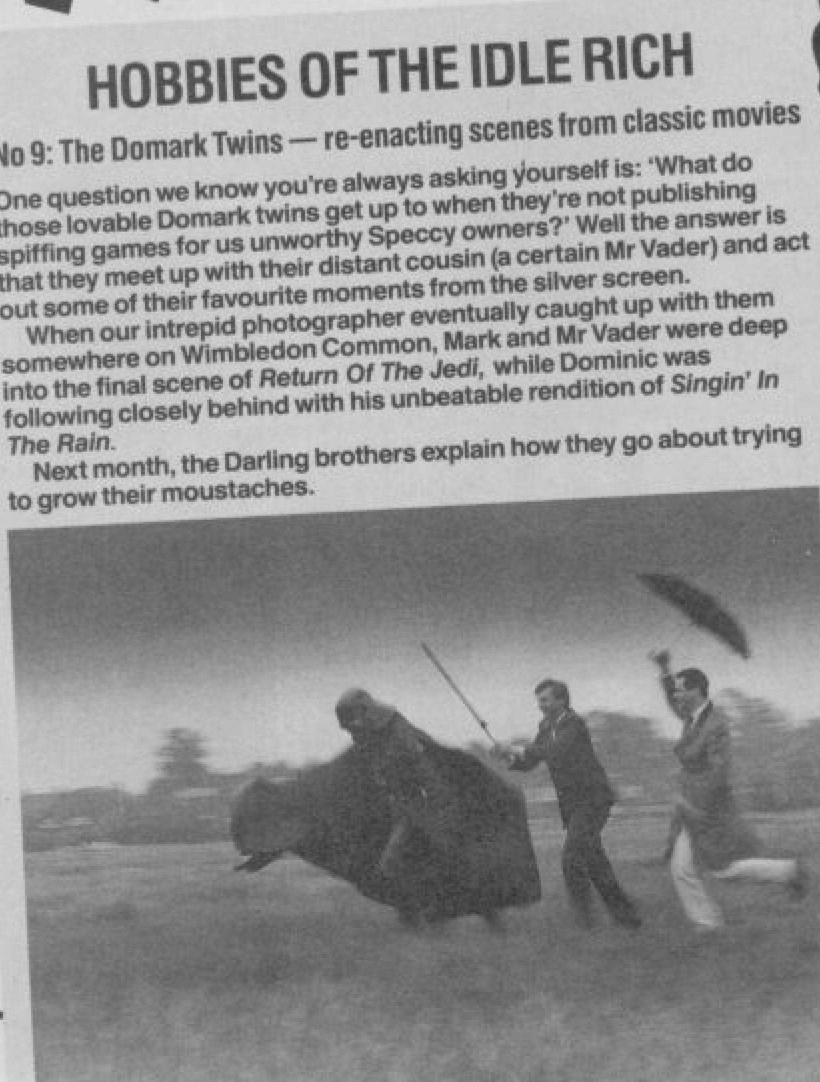
HOBBIES OF THE IDLE RICH

No 9: The Domark Twins — re-enacting scenes from classic movies

One question we know you're always asking yourself is: 'What do those lovable Domark twins get up to when they're not publishing spiffing games for us unworthy Speccy owners?' Well the answer is that they meet up with their distant cousin (a certain Mr Vader) and act out some of their favourite moments from the silver screen.

When our intrepid photographer eventually caught up with them somewhere on Wimbledon Common, Mark and Mr Vader were deep into the final scene of *Return Of The Jedi*, while Dominic was following closely behind with his unbeatable rendition of *Singin' In The Rain*.

Next month, the Darling brothers explain how they go about trying to grow their moustaches.



WHOOPS!

Angry phone caller number 23,456, what's your beef? What's that? We put the wrong label on *Soldier Of Light*? It said it was by the Edge, but it was actually by ACE? Ooops! We wouldn't like anyone to think The Edge had written it, would we? They did? Oh, but the label is different? Right. No, we're not confused, that makes perfect sense (*It does? Ed*).

Tizers

• It's almost certain that Amstrad will launch a 16-bit machine with a Spectrum badge, although it is unlikely that this new machine will be called a +4 (something to do with confusion over golfer's trousers!). Although not yet confirmed, the story was run in a recent issue of *CTW*, a computer trade newspaper which claims a 100 per cent accuracy record on previous Amstrad stories. The new Speccy is likely to be a stripped down version of Amstrad's PC 1512 and will run MSDOS software rather than Spectrum games. As with previous Spectrum's, the machine will probably be sold without a monitor and is expected to cost just short of £400.

• More rumours from the Amstrad/Speccy people, this time concerning the +2 and +3. It has been reported that Mr Sugar plans to push these two machines by offering them complete with 100 games each (that's right — one short of 101). This can't be confirmed at the time of going to press, but once again we'll let you know as soon as anything happens.

• Mirrorsoft is set to change its previously low-key public image with the launch of a brand new label... Image Works. The first products set for release on the new label include: *Foxx Fights Back* (an ideologically sound shoot 'em up where the humble fox finds a machine gun and gets his revenge); *Fernandez Must Die* (an action game in the tradition of *Ikari Warriors*); *Bomboozal; Mainframe; Speedball* and all the obligatory arcade licence, *Blasteroids*. Although all of these are still unfinished on the Spectrum, they look quite impressive on other formats and there's no reason why they shouldn't transfer well onto everyone's favourite computer. The company boasts an impressive range of programming talent, including Tony Crowther and The Bitmap Brothers, and great things are expected over the next few months. Image Works... and you'd better believe it!

• Thalamus software, the label which was responsible for such C64 classics as *Sanxion* and *Que Dex*, is set to enter the Spectrum market for the first time with the release of its original four products over the next few months. The four games, *Sanxion, Delta, Que Dex* and *Junter's Moon*, will be released in the same order in which they appeared on the Commie and will be followed by further Speccy products in 1989. The company is also launching a new sales promotion, The Thalamus Gold Rush, which will begin with its next Commodore release, *Hawkeye*, and continue with future products. The promotion works like this: a number of special cassettes will be randomly distributed among Thalamus' normal product (in *Hawkeye*'s case this will consist of three gold and six yellow cassettes, but the numbers and colours may change in future promotions). When one of these cassettes is purchased, the lucky individual phones the Gold Rush hotline and claims his or her prize (à la *Charlie And The Chocolate Factory*). The first Gold Rush offers prizes of Amstrad home studios and Ghettoblasters — we'll keep you posted.

• More good news has just winged its way into Castle Rathbone, this time from Hewson and Telecomsoft who have recently resolved the legal wrangles which have tied them up for almost a year. For those of you with short memories, the two software houses fell out last year when Graftgold moved from Hewson and decided to publish *Morpheus* and *Magnetron* through Rainbird. Neither party was willing to comment on the situation, but both are said to be happy with the settlement.

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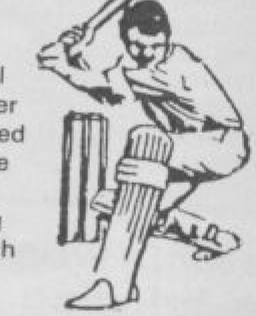
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FUTURE SHOCKS

Who can tell what tomorrow may bring? . . . Dreadful omens from the Gods? (Perhaps). Leeds United back in the first division? (Well, maybe not). Phil South on a diet? (Most unlikely). Masses and masses of triff, brill, fabbo Speccy games? YOU BETCHA!!!!!

PREVIEW OF THE MONTH

CARRIER COMMAND

Rainbird

Who wants to be put in charge of a carrier? Okay, so you have to check that it's packed properly and that the handles don't stretch too f . . . what's that Phil? Oh, an AIRCRAFT carrier! That's a completely different thing! If you have to carry an aircraft around in it then it's even more important that it's packed properly innit? I mean you can't have a huge great helicopter or something falling all over the place in Sainsburys, can you? (*Can someone please remove this loony —Ed*) What? Let me go . . . I'm not mad . . . you ask my monkey . . . just you wait until the martians attack . . . AAAAARGH!

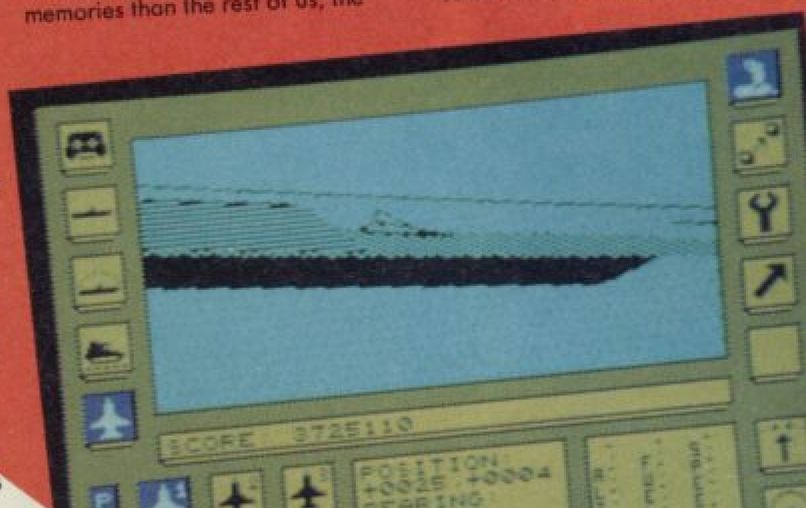
(Ed's voice) *Sorry about that, normal service will resume as soon as we can find a new deputy editor.* (Sound of Phil taking over) Right, where were we? Rainbird's *Carrier Command* puts you at the helm of a futuristic aircraft carrier — complete with fighter planes and amphibious assault tanks. The object of the exercise is to take control of 32 islands, leaving bases, airstrips and missile silos behind you.

There's always a drawback, and this time it's the fact that your well-equipped enemy are attempting to do exactly the same thing as you are.

Once within the enemy's range, your carrier is protected by Passive Defence Drones which attract hostile homing missiles. If however, some damage is sustained, this must be repaired before the mission can continue. Damaged planes and tanks can be repaired on board, or replaced if you are carrying the necessary resources.

Enemy islands are protected by surface to surface missiles, surface to air missiles, tanks, planes and lasers. Also, each enemy island is controlled by a command centre which can either be destroyed or taken over by dropping a computer virus which re-programs the centre's mainframe and shuts down the enemy's defences.

The folks at Rainbird claim that *Carrier Command* will be the fastest 3D graphics games ever. Programmed by Realtime Software, the finished version will be fully icon driven and will include mouse, keyboard and joystick control options and a Save Game facility for those of you who do eventually delve deep into the gameplay. Finally, for those of you with larger memories than the rest of us, the 128K version contains a whole host of additional features including enhanced sound effects. It'll be out soon. Watch out for it!



The fastest 3D graphics ever seen on the Spectrum? Just look at them go!

POWER PYRAMIDS

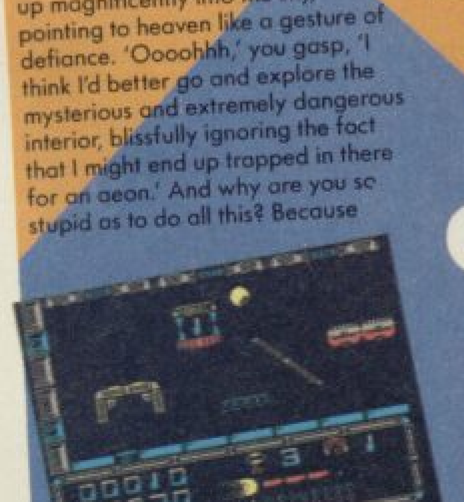
Grandslam

Picture the scene. The wind howls across a sun-baked landscape, bleached by years of arid over-exposure. You roll over a dune and there, poised like a sandy boil on the skin of the desert, something rears up magnificently into the sky, pointing to heaven like a gesture of defiance. 'Ooooohhh,' you gasp, 'I think I'd better go and explore the mysterious and extremely dangerous interior, blissfully ignoring the fact that I might end up trapped in there for an aeon.' And why are you so stupid as to do all this? Because you're a great big brainless rubber ball!

To make a long story even longer, you're trapped in the maze-like interior of a pyramid with the only exit being right at the top. Using only two keys, you must direct your ball through the rooms, fighting with inertia and all sorts of spiky objects which are out to puncture you. Difficult? Understatement.

Luckily your ball has powers to manipulate the screens, make that bridge come down when you need it, operate that door as you approach it — like 'a sophisticated pinball effect' in fact. Then, there are ejectors, slopes, speed changers, transporters, energy boosters and all manner of ingenious Egyptian devices.

Power Pyramids is expected to bounce into your high street some time in August, priced at £7.95.



FUTURE SHOCKS

DOUBLE DRAGON

Melbourne House

Beware! Stand by! Get ready! It's time to go in single-handedly and beat up the entire criminal population of a city that have kidnapped your girlfriend. Yes, at last, Taito's *Double Dragon* is on the Speccy, you've perspired with *Renegade*, swore over *Target Renegade*, now experience the thrills and spills of this coin-op conversion.

As per normal, the story is a little one-dimensional. Girlfriend kidnapped, go in and rescue her, get beaten up . . . But will the Speccy be able to recreate the loud colours, realistic sound effects, and fast 'n' sweaty action? Look out soon for your answer, and make sure you have £7.99 with you.

Netherworld

Hewson

How's this for an original scenario? It's another time and place and the forces of good and evil are locked in a desperate battle . . . and you're trapped with little or no means of escape.

But wait! There is a chance to escape from all this. Yes, for one week only the powers that be will let you go. And what do they want in return? They won't charge you five pounds, or even four pounds, ladies and gentlemen, they're not even going to charge you a quid. No! All they want is diamonds — oodles and oodles of diamonds. This should be a piece of cake, 'cos the Netherworld is packed full of the little sparklers.

But now for the drawback. To get your hands on the gems you've got to kill millions upon millions of dragons and deadly bubbles (!!?!) and avoid more mines than there are in the whole of Wales *(wrong kind of mine stupid —Ed)*.

Netherworld was designed by Hewson's own flying Finn, Jukka Tapanimaki, and was converted to the Speccy by John Wildsmith and Dave Rogers. The game should be in your shops as you read this and will set you back a penny short of eight quid for the cassette and fifteen quid for the disk.



PROJECT 5



Firebird

Now there's a name that's easy to remember . . . but don't bother because it's only a provisional title and the game will probably be called something totally different when it's finished.

Anyway, whatever it's called, the game has been programmed by Probe Software — the folks behind *Trantor* — and features three levels of fast, furious and colourful action (according to Firebird's Colin Fuige, the graphics contain 'more colours than there really are', but we don't believe him).

The first level is a vertical scroller with a number of sub-levels and plenty of weapons to fling about. The second level is like playing *Space Harrier* on Easter island, while the third involves flying a huge eagle above a multi-directional scrolling landscape.

Because of the amount of action involved, *Project 5* will more than likely be a multi-load. So, if Firebird can think of a name in time, this one should be in the shops before Christmas and will probably cost a couple of hundred bob (that's 10 pounds in case you're too lazy to work it out for yourself!).

THE GAMES Winter EDITION

Epyx

Yes, it's summer. That time of year when the sky is blue, the sea is warm and the sun shines relentlessly. Bronzed bodies bake on the beaches, the parks are full of aspiring Boris Beckers, and here in the office we partake in the odd Feast or three and swelter in the summer heat. Phew, what a scorcher!

But what's this? (Rustle rustle) Ah, a new game from Epyx. *Fun In The Sun* perhaps? *Beach Bum Bertie?* (Rip, rip teeear) No, it's *The Games: Winter Edition*. Whaaaat!? Yep, forget Boris Becker, it's Eddie The Eagle time. *The Games: Winter Edition* is yet another sports sim from Epyx, with seven winter sports to compete in and loads of gold medals to be won. Try your skate at the luge, or have a go at ski jumping, a lá Eddie, (it's good this bit cos you get to see what it's like going head-first down the run!) And for the more artistic of you, there's always the figure skating champs to have a go at.

The Games: Winter Edition is out now at a cost of £8.99 for the cassette and £12.99 for disk. Me, I'm off to the shop for another Feast!

FUTURE SHOCKS

The Train: Escape To Normandy

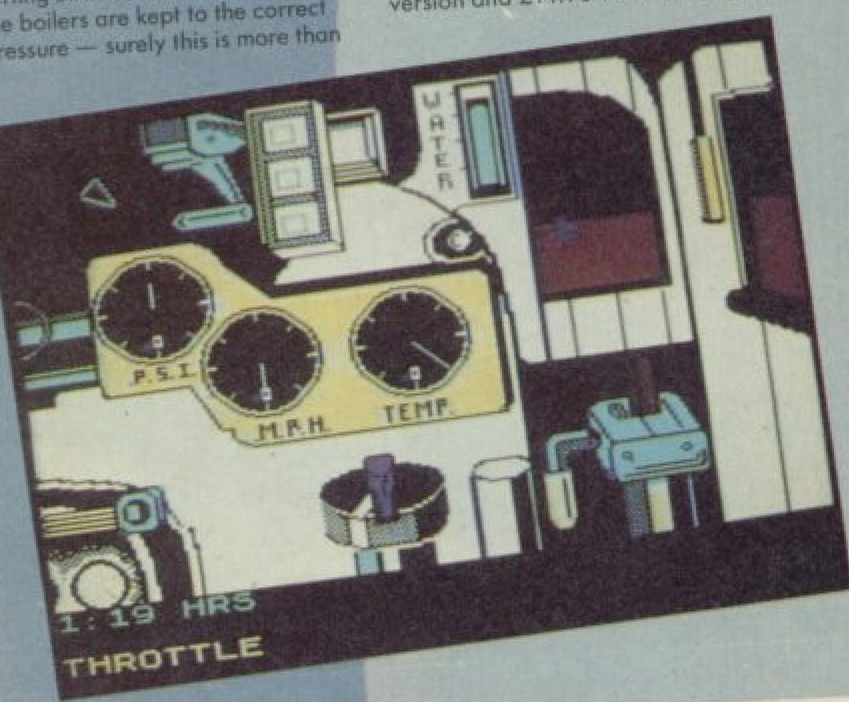
Electronic Arts

When is a train simulator not a train simulator? When it's set in wartime France and the train is packed full of goodies that the Nazi hordes are just dying to get their hands on — that's when! Also the driver of your average train simulator doesn't get front and rear machine guns and a 50mm cannon to play with.

Taking the part of Pierre Le Feu, a sort of French Resistance trainspotter, the player seizes an enemy train and attempts to guide it through occupied France to Riviere in Normandy. This daring freedom fighter finds himself stoking (oo-er!), setting switches and watching that the boilers are kept to the correct pressure — surely this is more than any man can take?

As if our hero didn't already have enough to do, he also has to fend off ambushes, gunboats, artillery and saboteurs. This is obviously too much for one person, so Monsieur Le Feu is assisted by an injured resistance fighter, Le Duc, who gives advice, direction, inside information, enemy alerts, decodes whistles and bells and relays messages from the resistance. He also plays the harpsichord, makes all his own dresses and enjoys working with children (*Eh? Ed*).

The Train: Escape To Normandy should be in the shops as you read this, priced at £8.95 for the cassette version and £14.95 for the +3 disk.

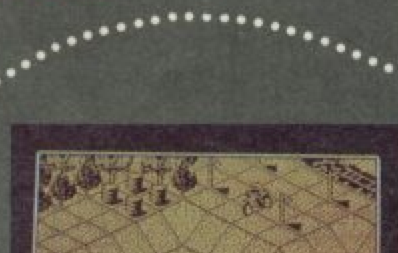


Motorbike Madness

Mastertronic

Motorbike Madness — now there's a title! It's sort of like saying Skoda Sanity . . . I mean it's obvious isn't it. Motorbikes and madness go hand in hand. After all, what sane person would dress from head to toe in black leather and then subject themselves to the British weather AND motorists? The thing is some people obviously enjoy that sort of thing, so for them Mastertronic has put together this fast action trials bike simulator.

The player can either practice his skills or take part in a race against computerised opponents. Once into a race, the course hazards must be successfully negotiated first time, as falling off the bike results in delays and costly repairs between races. *Motorbike Madness* will be in the shops at the end of September and will set you back just one penny short of two quid.



Gary Lineker's Super Skills



Gremlin

Behind every good footy player is a bucket of second-hand sweat. Playing football isn't just a case of donning the strip, getting out there and scoring a couple of goals and then getting inebriated in the communal bath. Nope. Dedication is what you need (thank you Roy Castle) to maintain your position as a striker for the national team. Of course, Gazzer Lineker does all this and more, which means Gremlin just has to produce a game that follows his training correctly, right up to the glucose tablets.

So off you go to the gym, Lucozade and all, for a bout of good ol' callisthenics to improve that muscle tone and stoke that stamina. Torture includes push ups, squat thrusts, weight lifting and monkey bars. Then once you've endured that there's ball juggling, dribbling, chipping and shooting to practice. And they do this every day!

You or your team will be able to pick this one up now! And it'll set you back a mere £7.99.


Are You Good Enough to TACKLE
STAR BUY
HOTSHOT
There is so much in Hot Shot – you need to be a crackshot, a pinball wizard and an ace controller. Have you got what it takes to beat Hot Shot?
GOLD LABEL AWARD
HOTSHOT
Screen shots from Atari ST version.
Universally acclaimed as the greatest game this century. Hot Shot has exceeded all expectations, out of hundreds of games only two have qualified for Addictives Gold Label award. These are Football Manager 2 and Hot Shot.
Hot Shot is so action-packed, before you buy, read the back of the Hot Shot box. Available at all quality stores.
"A fast, addictive challenge. Original and humorous." Games Machine
"It looks frabjuous ... and well brill it looks too." Sinclair User.
Street Date: End of August.
CBM 64/128 – £9.99 cassette £12.99 disk
Spectrum – £8.99 cassette, +3 £12.99 disk
Amstrad – £9.99 cassette £12.99 disk
Amiga – £19.99 Atari ST – £19.99
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No.1
Go For Gold.. It's Totally Addictive
PRISM LEISURE CORPORATION, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS *badge.*

SOOTHSAYER?

I am very angry about the covers of your magazine. They have become more and more lurid every month. My son is 11 and I am going to stop him getting YS on subscription as there is too much emphasis on violence (page 18, June issue) and a blatantly sexy picture on page four. What are you going to do about this as a responsible editor? Do you want our children fed on a diet of sex and violence? Your artist is getting carried away and the June cover of Psycho Pig is utterly revolting I shall also be complaining to the advertising standards authority.

Mrs R. Sayer

Blatantly sexy picture on page four??? Surely you can't mean that adorable little rodent, Mickey Mouse? Perhaps you mean page six, and if you do we certainly owe you an apology. That piccie of Bob Holness was a bit extreme — even for us! **Ed**

EWE WHAT?

I would like to put the record straight about the RAM in the 48K Spectrum.

The maximum amount of RAM in the 48K is 49152 bytes. This does not equal 48000 I hear you say . . . If you divide 49152 by 1024 (which is exactly 1K), hey presto, you get the answer 48!!! So now you know why Clive Sinclair called the 48K Spectrum a 48K Spectrum.

Andrew West
Newton Abbot

Okay clever clogs. Why did he call the C5 the C5? **Ed**

WORRA TACKLE

Today I bought *Target Renegade*, loaded it up and started to play. I managed to reach the second level and then I died. I was that mad that I smashed my hands on the right hand side of my +3. Suddenly I had all my lives back, and was back on level two. Eventually I reached the last level where I was shaken to death by a large man, but I was awarded more lives.

Well . . .. is this a poke?

Darren Godfrey
Rugby, Warks

No, but it's quite funny though! It's the way I tell 'em! **Ed**

THE STYLESTICKS

I like your style. Who makes up the titles for the competitions? Do you just cut up a lot of magazines and throw the pieces at a wet desk and print what sticks?

Kathleen McHale
Normanton, West Yorkshire

Those heads take hours to come up with, I can tell you. We spend ages cutting up the mags and use gallons of water. And you should see the size of the desk!! **Ed**

PRICELESS

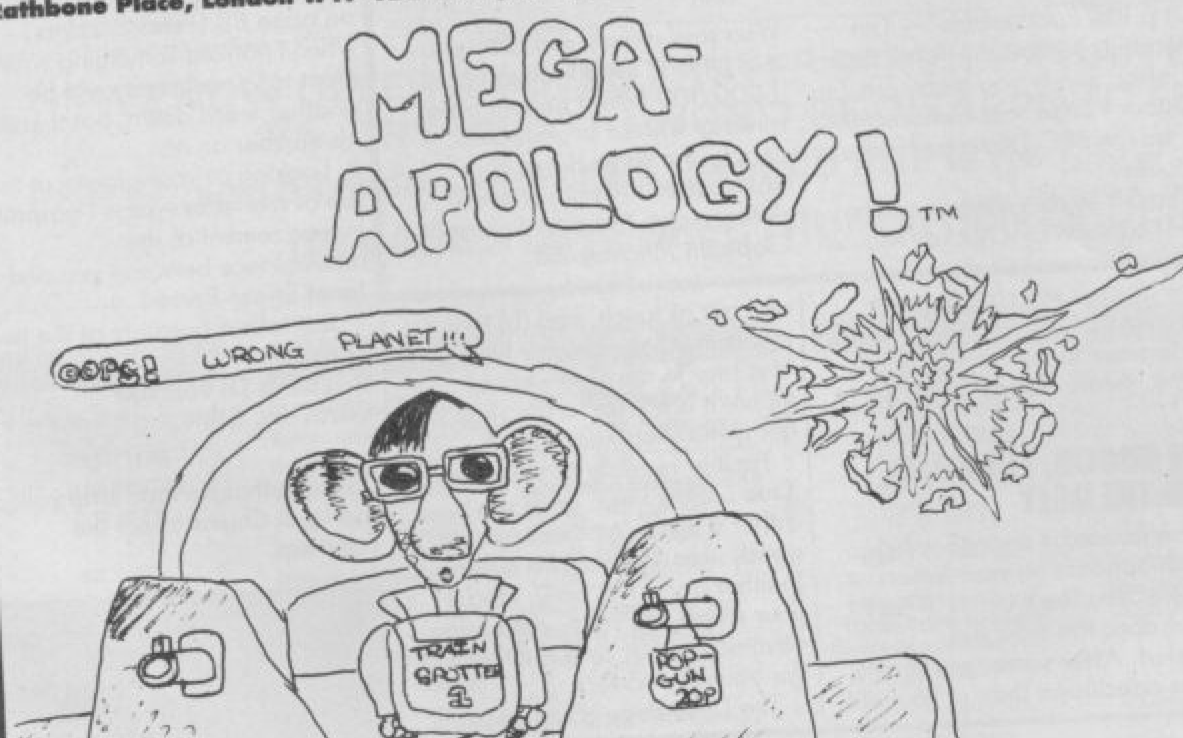
I just wrote to point out that the bods at Gremlin obviously overlooked the fact that *Northstar* is actually an industrial estate in Swindon, and not an abandoned orbiting space station as they would have us believe.

Thomas Price
Exmouth, Devon

You'll be telling us next that the Magic Knight isn't a hero with special powers born of a land of fantasy, but a British Rail ticket collector at Swansea! **Ed**

DOODLEBUGS

Get doodling, it's a doddle! And send your doodles to Doodlebugs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Everyone printed wins a fabby *YS* badge!



No apologies for this month's first doodle which has winged its way from Truro, Cornwall courtesy of B.J. Simpson. Keerpow. Nice one, BJ!



'Can you find room for this?' writes Paul Cardin of Merseyside. Hmmm, we might just be able to wedge it in here (grunt).

Letters

IT'S A MYSTERY

So who thought a Speccy was perfect in every way? Type this in first.

```
10 PRINT "Any old trash"
20 GOTO 10
```

Now type in RUN and when it gets to the point of saying SCROLL? press Caps-Lock and pow! . . . It prints the last thing you typed! But still there is no end; type in anything else (try Enter — weird) and you have a screen full of trash.

Explain that then! What the heck is it?

L. Geary
Walsall, W. Midlands

Well I'm jiggered if I know! Does anybody out there know what's going on? Sounds like a load of old garbage to me! **Ed**

MAD DOGS AND ENGLISHMEN

The sun rises as the cumbersome craft streaks across the sky. The occupant — Colonel Sledger McCoy of the E.D.F.

Martin 'Mad-Dog' Lawless
E.D.F. Information Inc.
Bury, Lancs

Are you the real McCoy? You know, the one who travelled on the very famous spaceship, The Starship Enterprise? If so, that's highly illogical, 'cos he's dead, Jim! **Ed**

THREE OF A KIND

I get your mag every month from the shop (and will be subscribing soon), and I enjoy it greatly, but I do have a criticism which led me to write this letter.

I own a totally wazzy +3 and prefer to buy games on disk as so many things go wrong with tapes, but your mag does not cater for us +3 users. When I want to buy a game I refer back to YS to help me choose, but I don't know from your reviews whether the game is on disk and if so how much it costs. So PLEASE could you list the disk price along with the tape price at the top of your reviews, and if there isn't a disk version then say so!

Apart from that, keep up the good work and I will remain a regular purchaser of your brill mag.

Neil Kingham
South Woodford

Usually we do mention if the game's on disk and how much it costs. Sometimes though the companies producing the games haven't yet decided whether a particular title will be on disk or how much it will cost. But rest assured that from now on we will endeavour to put all +3 details in the review. Happy now? **Ed**

THE GBOOD, THE BGAD AND THE UGLY

I have noticed a strange word which appears on your letters page often. The word is '(fnar)'. What does this mean?, I puzzled. After some time I came to the conclusion that (a) I am old and out of touch, and (b) that it means neither near nor far, i.e. 'It is fnar to the shop' would mean 'It is not far to the shop, nor is the shop near.'

Further reading of your June issue *Letters Page* gave me rather a bgad (neither bad nor good) idea. It would be a gbood (neither good nor bad), idea if your magazine set aside a page devoted to your oyld (neither old nor young), readers.

The *Oyld Page* could possibly contain reminiscences of days gone by — old *Bisto* adverts, thrupenny bits, ten-bob notes and Jack Wild.

I would be willing to be appointed Ed of the *Oyld Page* and my credentials are as follows: bags under eyes, the odd grey strand of hair and this letter (a token of my journalistic talents). I have numerous ideas for the *Oyld Page* and await your cheque before sending you my first article.

Mrs. M. Inman
Luton, Beds

A page for senior citizens? No thanks. You lot can just stick to blocking the aisles of buses with your carrier bags and complaining about the price of stamps. Besides if we do need an oldie on the staff then the new dep Ed is more than qualified.
Ed

STREETS AHEAD

I'm writing to point out but three things:

1. When I bought last month's mag I was so upset that you didn't print my letter thanking you for sending me those brill badges, so I hope you'll print this one.
2. In last month's mag (again), I was doing the prize crossword on page 88 (*Pete's Puzzlers*) when I noticed something wrong. Next to 20 across should be another word down, but there's no number on it!
3. Looking at your picture at the top of the letters page I gasped in amazement at the resemblance between you and Janet Street-Porter!

Just take a butchers at the two piccies!

Rosaria Di Natale
London, SW4

PS I love that cartoon strip called *Monty & Chums* about the potatoes.





How dare you! I look nothing like Janet Street-Porter. She's got long hair! And yes we know there was a mistake in Pete's Puzzlers — as punishment Peter will be taking the starring role as a potato in the next Monty & Chums cartoon! **Ed**



TRAINSPOTTER AWARD

MOUSETAKEN IDENTITY

I hereby claim a Trainspotter Award for spotting no fewer than four mistakes in the June 1988 issue of *Your Sinclair*, which are:

1) p.88 Pete Shaw's Prize Kwizword — There are two unnumbered words in the grid that have no clues to them! If Pete Shaw improves on this in the July issue, somebody should give him the prize.

2) p.47 & p.63 The screenshots from *Sophistry* and *Rastan* have been printed on the wrong page!

3) p.106 *Backstabbin'* — The header contains the name Zaza Gabor. Surely you mean Zsa Zsa Gabor? Zaza was a character from the BBC-TV series *Hector's House*!

4) p.58 Mickey Review — The first cartoon that Mickey Mouse appeared in was called *Plane Crazy* (1928 silent), and not *Steamboat Willie* (1928 sound) as suggested. This only goes to prove what I've said all along — Marcus Berkmann is Goofy! There! I don't think anyone else can qualify more for a Trainspotter's Award!

Kevin McCarthy
Croydon, Surrey

Oh, what a silly old Hector Marcus is — it was all his fault. I'll Kiki him up and down the office for that — or maybe I'll just kick him out. **Ed**

OOOOOOOH, MISTAKE

I'm writing to you about your guff up. It's not that often that this brill mag makes a mistake, but in your review of *Sophistry* and *Rastan* you got the piccies the wrong way round. Please give me a Trainspotter Award. I have enclosed loadsa money.

Darren Powell
Folkestone, Kent



Who says money can't buy you everything? Even though about 1,000,000 billion people have already written in and said exactly the same thing. Your trainspotter award has been delayed due to points failure at Clapham Junction. **Ed**

DARLING, DARLING . . .

I love you. I have fallen so much in love with you that I take my *YS* to bed with me. Anyway, back to the point: I have compiled a chart of your cover-mounted games.

GAME	COMMENT	MARKS (OUT OF 10)
Road Racer	Not bad	6
Batty	Brillo. Superb. Worra game	10
Play For Your Life	Worra naffo game	2
Moley Christmas	Brill! Roll on the next Mole game	10
Blind Panic	Superb value for 50p	8
People From Sirius	Superb grab and blast	10

Keep up the good work at the *YS* offices.

John Lomax
Darlington, Co. Durham

Thanks for the chart, though I think you've been a bit harsh on Play For Your Life. *Anyway, I'll forgive you — I can forgive anybody who says they love me.* **Ed**

Letters

TAKE MY BREATH AWAY!

Strewth! Who's the gorgeous gal sittin' beside the pissed elf in May's Megacompo? Tell her I'll take her for a spin in my F14 any day!
Fornit some Fornus
Tom Cruise
PS If you print this, donate my badge (or the 4.5p money equivalant), to the USAF Fighter school, Mirimar, California. Ta!
PPS Did you know that ants have discos?!

Jackie (the gorgeous gal) should've been pleased, but it's obvious you wouldn't know a gorgeous gal if she came up and hit you in the face with a wet monkfish! There were no elves in the pic — what's the matter with your eyes? **Ed**

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers of an international flavour to write in and have the mick taken out of them!

I was reading the June issue of YS and I come up to the page 13 letters page. 'Aaah, *The Wonderful World Of Speccy*' Wossis? Oh my! An insult to the overseas readers! Did you know that quite few people in Poland can English? Even their alphabets are different, like this: %,©,*,○,+, and so on. Don't be cruel, please.
Sami Vuokila
Tornio, Finland
PS The *Wonderful World Of Speccy* sure gave me some giigle!

It wasn't meant to be cruel at all — merely as you say, 'a giigle'. Personally I admire everybody who attempts to learn English, 'cos it's more than most of us do! **Ed**

SMALL PRINT

Could we have a picture of Schwarzenegger in his underwear next time?
Susan Von Der Hyders (feminist)
Amsterdam, Holland

We might have a picture of him in someone else's underwear. **Ed**

Does Marcus really feature in the *Daily Mail* on odd occasions, or is it another Berk with the same name?
James

Hercule Poirot eat your heart out. **Ed**

I always wanted to have my name printed in a major newspaper. Any idea where I can find one?
Yotam Ben-Ami,
Madrid, Spain

Not in Spain, that's for sure (har har). **Ed**

I would like *Action Force 2, Gothik* and *Karnov* if you print my letter. If not you will be made to play *Lawnmower Simulator* while standing in a bucket of shark infested custard for three weeks.
R. Sorfleet
Barnsley, S. Yorkshire

But that's how I always play it! **Ed**

ADAM'S APPLE

Please can I have a copy of *On The Warpath*. I think that war is not necessary in real life, but I like playing war with pretend guns.
Adam Peck (age 8)
Leeds

I don't quite know what you mean. Of course you can have On The Warpath, *as long as it's in the issue. Look out for the new look* On The Warpath *in the next few months too!* **Ed**

WHOOPSY DAISY

10 PRINT "Crash! Bang!"
20 PRINT "What's wrong dear?"
30 PRINT "Nothing mum I'm just beating up my new +3 after *Elite, Starglider, Sidewize, Bubble Bobble*, and *Platoon* 128K have failed to load on tape *again* (although all my other games work)."
40 PRINT "Well write to those nice people at YS then. I'm sure they can help."
50 PRINT "Good idea mum!"
60 LET YS help me: STOP
70 GOTO 10
David Vestey
Yatton, Avon

10 PRINT "Ta for your letter"
20 PRINT "I've no idea why your games won't load, ask Phil."
GOSUB 30
30 PRINT "Send the games . . ."
40 PRINT "back to the manufacturers"
50 PRINT "Hope that's okay?"
Ed

IT'S A STICK UP!

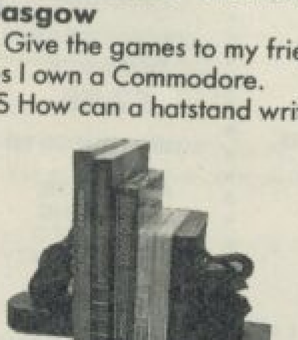
I would like to congratulate you on making covers and tape stickers that don't rip while removing the sellotape.
Chris Pieri
Steppey, Kent
PS We all luv ya!

The only thing we hope you're glued to is YS! **Ed**

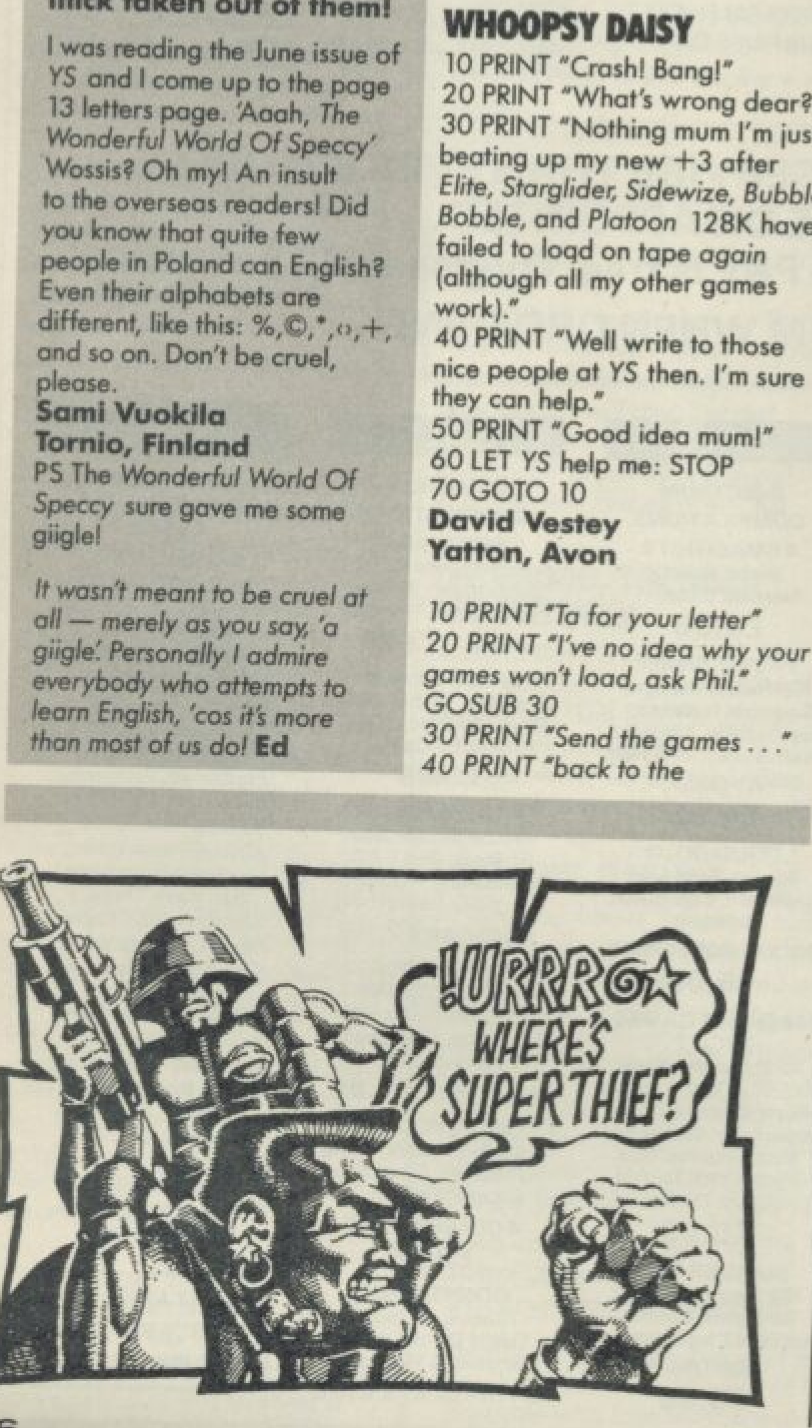
HATSTANDS UNITE

I'm writing to complain about the bad press us hatstands are getting. If it wasn't bad enough having cloakrooms replacing us, you have to start using our names as insults. Personally if I don't like someone, I call them a book-end, and that really yibbles them, I can tell you.

A couple more points: How come Commodore produce the Amiga and Sinclair produce the ZX-81? And how come every time I see the *Letters page* T'zer's got a great big zit on her face? And why are the page numbers never right in the contents? And why is *Small Print* called *Small Print* when it's the same print size as the letters? On that mind-boggling question I'll leave you with a threat: Print this or I'll send you my ZX-81.
Neil 'Hatstand' Stewart
Glasgow
PS Give the games to my friend, 'cos I own a Commodore.
PPS How can a hatstand write?



Too many questions! Why are marshmallows fluffy? Why don't crocodiles cry? Why are hatstands the book-end of everybody's jokes? Why is YS?
Ed
PS What are you doing writing to us then?
PPS With a pen!



YS HORRORSCOPES
By Madame Pico

ARIES
(Mar 21-Apr 20) Mercury has just moved into your sign which means there's an incredible amount of romance on the cards. Trouble is that being such a fast moving planet, it's just moved out of your sign again. Seems you've 'missed the boat' as they say. Bad luck.

TAURUS
(Apr 21-May 21) Mercury's bombing through your sign. Go and ask someone out. Quick, quick, quick . . . aaaaahhhh, too late.

GEMINI
(May 22-Jun 21) Oh dear, Mercury seems to have crashed into the sun and exploded. This doesn't auger too well for shopping trips on the 19th or the 22nd.

CANCER
(Jun 22-Jul 22) The sign of the crab. Incredibly apt this month actually, as you will be shuffling around sideways on a beach somewhere. Watch out for predators wearing green.

LEO
(Jul 23-Aug 23) The King of the Zodiac – aren't you the lucky one. In a survey, eight out of 10 doctored birth certificates had been altered to place their owners under this sign. The frauds!

VIRGO
Aug 24-Sep 23) All the planets have just moved into Virgo. As a consequence there isn't much room left for you, so I suggest you move temporarily to another star-sign. (Leo's quite a good one).

LIBRA
(Sep 24-Oct 23) Pluto sauntering through your fourth quadrant indicates a right Royal carry on this month. You'll go fishing with Charles on the 25th and you might bump into Di at the hairdressers on the 28th. Wear blue.

SCORPIO
(Oct 24-Nov 22) Nasty pieces of work, Scorpios! They'll bite off their nose to spite their face, and steal chocolate from babies – things like that. This month keep your eyes peeled for a toddler in red. His smarties will be easy to 'liberate'.

SAGITTARIUS
(Nov 23-Dec 21) Mars will be entering your sign at the end of the month, which is a bit embarrassing really as it owns two of the crappiest moons in the solar system: Phobos and Deimos, the 'giant potato' satellites. Lie low and wear orange.

CAPRICORN
(Dec 22-Jan 20) Thanks to the appearance of Neptune you will become an advertising copywriter. Your third slogan; "Birds Eye Chicklets – pieces of hen you thought we'd never sell" gets you the sack on the 27th. Avoid oxtail soup.

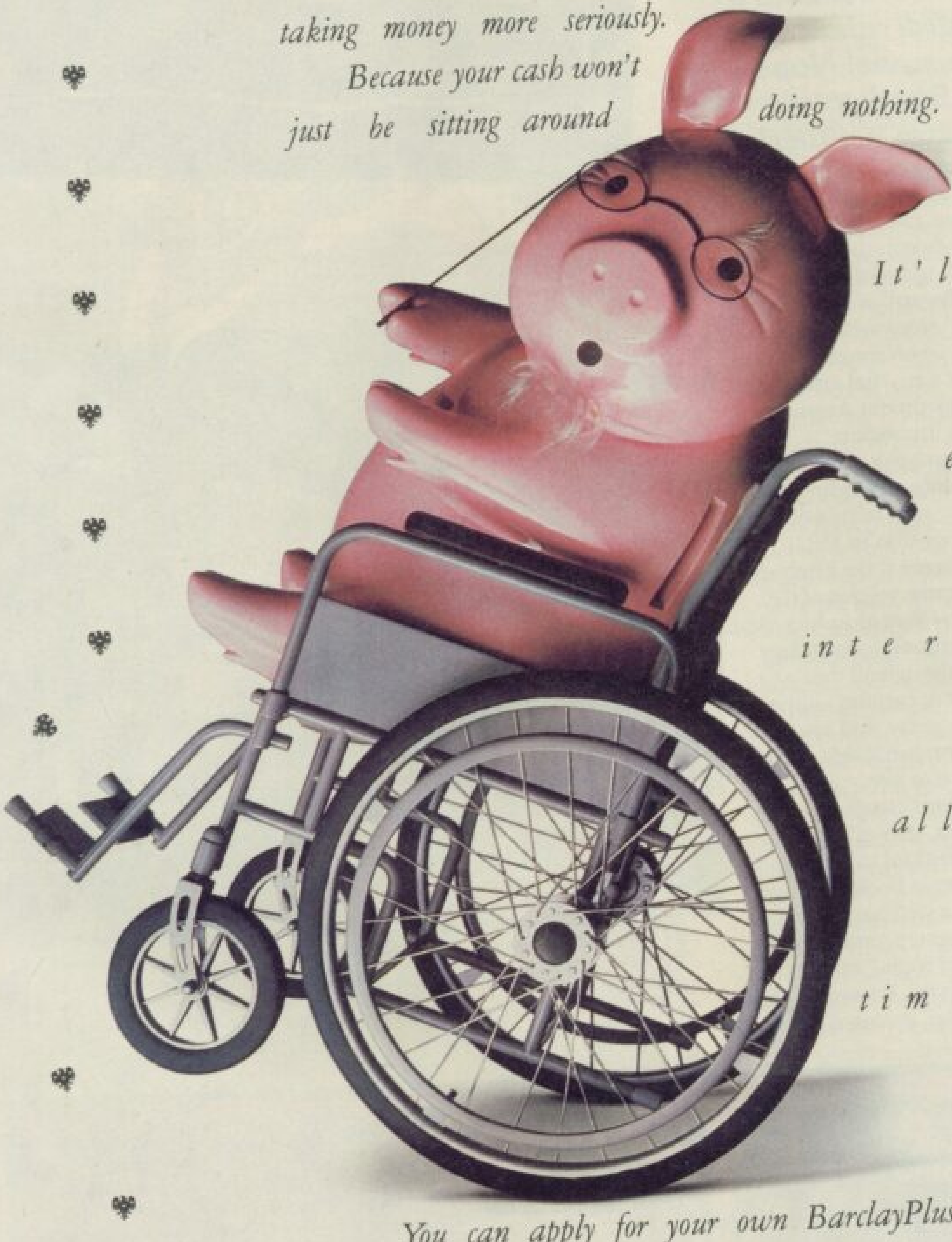
AQUARIUS
(Jan 21-Feb 19) Bit of an ethereal 'hippy' sign, this one. *Coronation Street*'s Ken Barlowe will pay you a visit with some of his Druid friends and you'll all go for a 'mystic pic-nic' at Stonehenge. Wear flares.

PISCES
(Feb 20-Mar 20) You'll have a frightening dream about Billingsgate fishmarket on the 18th. On the 19th you'll go swimming in the sea and get caught in the nets of an Icelandic fishing trawler. You should take more notice of your dreams in future.

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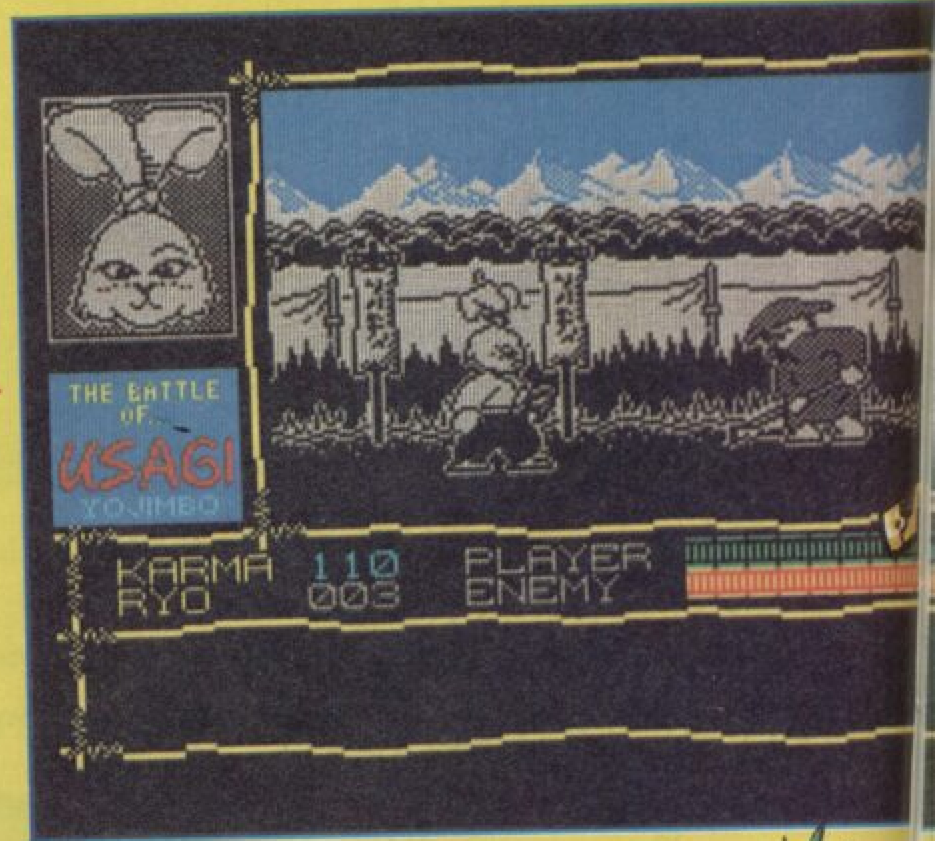
+++ YOU'RE BETTER OFF TALKING TO

BARCLAYS

Samurai

The Battles Of Usagi Yojimbo

Just when you thought you'd seen everything, Firebird launches a samurai rabbit onto the scene! Nope, Phil South couldn't believe it either!!



I like a nice beat 'em up now and again, as anyone in the *YS* office will tell you! I can 'Thwap!' and 'Hyiiee yaahhhh!' along with the best of them. But when somebody says they've got a martial arts game under development starring a rabbit, my immediate reaction is to book a holiday! Funny rabbits pretending to be samurais has got to be worth avoiding, right? WRONG! *Samurai Warrior* is the Firebird computer game version of the brilliant new Fantagraphics/Stan Sakai comicbook series, *Usagi Yojimbo.* Although all the characters are cartoon animals, the action is gutsy, and any fans of comics or martial arts stories should love it to bits.

The Firebird computer game is no different. As well as being stunningly faithful to the graphic feel of the comic books, *Samurai Warrior* has a well hard storyline too! It's the seventeenth century in Japan, and ronin* rabbit Myamoto Usagi, known by all as Usagi Yojimbo, is roaming the

Usagi encounters many peasants on the way to rescue his friend. He has to follow his knowledge of honour, and bow to those on an equal social standing to him. If he doesn't he will die by his own hand! Look out for baddies lurking in the guise of old men, be ready with your sword, but keep it sheathed until danger threatens.



Be cool in battle mode. You must strike the ninjas and bounty hunters many times to destroy them. If you defeat them, you can take the money on their bodies . . . but this is considered dishonourable. Still, a poor ronin rabbit can't afford to be too choosy, especially when money might make the difference between a life-giving meal and death!



● *Usagi Yojimbo* is a brilliant comic book from the Fantagraphics group, which although only four or five issues old, has already sliced a place for itself in comic fandom. The stories follow the adventures of Usagi and his friends in 17th Century Japan. The comics are actually quite adult in their scripting and plotlines, with lots of dangerous swordplay, usually with some rabbit or other funny animal ending up as tomorrow's stew. The blood flows like water, and so does the sense of honour, and also the sense of humour. Although there aren't actually any jokes in the strip, there is a feeling of fun running all the way through it. There are funny little brontosaurus creatures, about the size of cats, which lurk in every corner of the strip. I love 'em to death, but what the flip are they?

Usagi Yojimbo is by Stan Sakai, and is available from Virgin Comics, or any other reputable comic store, priced about £1.50.



ILLUSTRATION: JOHN ERASMUS



land in search of his old friend Lord Noriyuki. His friend has been captured by the evil Lord Hikiji, and the hare-splitting Usagi is his only hope.

There are many different paths along the way, and following any one of them takes our hero past inns, where he can renew his energy, or past disguised travellers who can supply him with information about his quest, for the appropriate courtesy. And as the world of a samurai is tied up with obeying the dictates of honour, at all times Myamoto must do what is honourable. In fact, dishonour is liable to make him commit hara-kiri, and ol' rabbit ninja will automatically kill himself, if you make him do anything dishonourable. So bowing in respect to people who are his equals is necessary, especially if you want them to return the compliment and give you some information.

The less respectful passers by, or lurkers by in some cases, are ninjas, bounty hunters and various magical animals. They are the prime foes and destroying them is necessary, but approaching unknown areas with sword drawn just in case they are around is foolish, as some of the enemies won't attack unless threatened.

So what makes this ninja rabbit so much better than all the other ninja type games? Well, it's graphically superb, with all the fun and action of the comic strips intact. But more than that, it's a game with a character all its own, and I don't just mean old Usagi. It has a sense of place and time, and a nice fluid feel to the action. The control of the character hasn't just been dashed in. The moves are carefully orchestrated to enhance your enjoyment of the moving, fighting and exploring parts of the game, and not a pixel has been wasted. It's a well-made and well thought-out piece of game, and not just a cheap exploitation of a licence, as it could so easily have been. *Samurai Warrior* is going to be a classic beat 'em up, you can count on it!



FAX BOX

Game	*Samurai Warrior*
Publisher	Firebird
Price	£7.95

YS NINJA FACT 1!

*Ronin — Lordless, wandering Samurai.

Warrior



History i

The first 3 years

Computer Industry sources spoke of alarm and disquiet today as US Gold – Europe's forerunners in home entertainment software – announced plans for a September release that marks a milestone in the development of the home computer industry. Titled "HISTORY IN THE MAKING", it chronicles the early giant successes of this exciting industry and is regarded by many experts to be the finest single collection of computer games ever produced...... a real must for computer enthusiasts and a true collector's item to be treasured for years to come.

In just four short years home computer entertainment has grown into a furious and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has constantly led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very stable and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another shockwave – it's taking those early masterpieces from its own outstanding success and bringing them together in one collection – 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he commented to our reporters: "US Gold *is* the entertainment software industry in the UK and now Europe.

"In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

It's hardly surprising our competitors are unhappy. From the very early days we were the innovators and we therefore developed some real innovative games – games that can be called classics of their time.



NEWS

NEWS

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NEWS

MONDAY, 19TH SEPTEMBER, 1988

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No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectacular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whils we're all happily constructing compilation from any product we ca find and offering them t the public as value-for money packs, US Gol have put together the fine collection of classic game ever assembled and th support material and giv aways will be just good and up to their usu amazing standard. Qui simply, I think we're stunned once again, but t real winners are the buyi public – it's fantast value."

Where will US Gold from here – well no o knows, all we can really s is that if they keep go on making history like t then they can only ke going on from success success and all compu owners will be pleased that to continue.



The games selected to honour this special collection are each of outstanding merit in their own right ...

LAST NINJA II

YOUR SINCLAIR MEGAGAME

What? Ninja II? Shurely shome mishtake! What happened to Ninja I? All will be revealed, as Phil South wraps himself up in strips of black cloth and does a wibbly movement with his leg.

New York, 1988. In the shadows, without a sound, someone is walking through the streets un-noticed. Central Park is nearby, he can feel it. Yes, he can see the top of the bandstand. He knows that below it is the entrance to the sewers, the only way to get into Kunitoki Shogun's headquarters undetected. It's the only way to get The Orb, the seat of his power, the only way to destroy him. And he must destroy him for the sake of his family whom the Evil One murdered, and honour, which demands that he do it on behalf of the Good Lords who sent him forward in time . . .

That's how it begins, the amazing story of a lone ninja's attempt to destroy an evil magical Shogun called Kunitoki. Back in the 17th Century, the Shogun killed an entire family, just to exert his authority. What he didn't know was that the one member he didn't murder was a powerful ninja, the Last Ninja in fact (Oops!). After discovering this was the case, he phased himself forward in time to 1988 in order to escape. But old Ninja had some powerful friends, and these good magicians helped him to follow Kunitoki through time to New York . . .

Meanwhile, in New York Kunitoki's in his element. He has used his almost magical power to set himself up as a drug baron, and hides himself away in a skyscraper/fortress near Central Park. Ninja has discovered that a secret entrance into the fortress exists in Central Park, and as the game starts he is searching for a way in.

So what happened to the much advertised *Last Ninja I*? I hear you squeak. Well, it's quite simple really. System 3 didn't think it was up to scratch, its quality control is that good, that it took the decision not to release it until it was perfect. Which meant that the sequel project overtook it, and it turns out that this will come out first. All that effort just to bring you a good game, eh? Makes you break out in a sweat just thinking about it, dunnit? Still at least we have the brilliant new *Ninja II* to contend with.

Ninja II is a superb feat of programming. It's a six level multiload, with each level taking up the whole of a 48K computer. It's taken Mev Dinc, the programmer, a full six months to get the game from first code to a finished state, and it's easy to see why. The game is fully 3D, and packed to the edges of the screen with fiendish puzzles, the like of which I've never seen. There are objects to collect and manipulate, energy to be gained and fights to be fought. I'd like to see someone try and map it, too. The trail leads us down into the sewers, through Central Park, into a factory, up, down, left, right . . . all over the shop! (If you can do a map, I'd be interested to see it!) It's a big game, in all senses of the word, and if anything this year has got HIT written all over it, this has. If you like quick, flashy beat 'em ups, then it'll suit you fine, but if you really want something big and fleshy to get your teeth into (fnar) then *Ninja II* is the only game that will do. Available August 25th.

Level One — Central Park



Kunitoki has sent his men into Central Park, disguised as New York cops and muggers, to stop you at all costs. The Evil One has also conjured up a swarm of killer bees to thwart you, but these aren't too troublesome as you can run away. There are many types of objects to pick up and use, but weapons are handy, as they increase the amount the Ninja whips off his opponents energy, making them easier to kill.

Level Two — The Street



Those mean streets! And they are too, don't cross the road when the lights are against you, 'cos you'll get splattered by some of the NY traffic. The phoney cops follow you out onto the street too, so you've got to move fast. Very soon they are joined by the workmen, who are also under the control of Kunitoki.



Level Three — The Sewers



Phwaw! Wotta smell . . . yes, you're down among the rats in the sewers of the Big Apple. Yes, there are rats! The lamps flicker and cast reflections on the water (an effect that Mev Dinc is very proud of, by the way) and around one bend in the winding passages . . . URK! A flippin' great alligator, alive and well and living in the whoosher! There is a way to get rid of this beast, so don't lose your bottle. Hmm.

Ninja Heavy Tips

- Pick up everything, as you can carry an unlimited quantity of objects.
- Try everything, no matter how impossible it seems. You may get the clue to a puzzle by experimentation.
- Use objects on other objects to assess their effect. Important!
- Important features of a room will flash when you enter if you have a map.
- Watch carefully for hidden doorways and alarm systems.

Graphics / Playability / Value for Money / Addictiveness	9

FAX BOX

Game	Last Ninja II
Publisher	System 3
Price	£12.99

Level Six — The Mansion



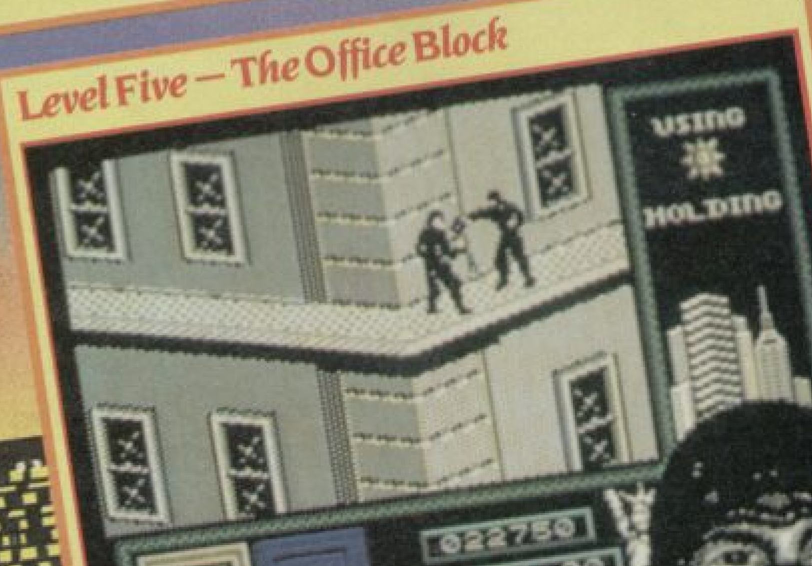
So you grab the rope ladder under Konitoki's helicopter, and it takes you to his mountain hideaway. It's here you have to find and confront the man himself, and find a way to kill him. He's magically protected from death, you see, and if you want to rid the world of his foul presence for ever you must discover his secret and steal The Orb. The Orb is his source of power, but knowing that won't help you escape with it!

Level Four — The Basement



From the sewers, having got past the snapper, you enter the basement of Kunitoki's skyscraper. The opium factory's in full swing, shipping the deadly produce throughout the city. There are a host of new hazards (not least being the blimmin great panther!) in the basement and unless you solve the puzzles here, you won't get any further than the lift shaft. Keep going, 'cos Kunitoki is hiding in the penthouse.

Level Five — The Office Block



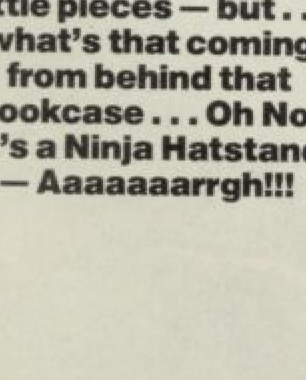
On your way to the penthouse, you make your way up the side of the building past many different guards, including some girl ninjas (fwar gwar) masquerading like the ones you would have met on the previous level. Give 'em a slap and race on up to the roof. Kunitoki has gotten wind of your presence and is making off in his helicopter. And before you ask . . . yes, you can fall off the side of the building.



ILLUSTRATION: NICK GRAN

SCREEN SHOTS

At last, not a ninja in sight. Now we can get on with reviewing some of this month's releases without fear of being chopped into little pieces — but . . . what's that coming from behind that bookcase . . . Oh No! It's a Ninja Hatstand — Aaaaaaarrgh!!!



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

THE EMPIRE STRIKES BACK

Domark/£9.95 cass/£14.95 disk



Ciarán *The Empire Strikes Back* was by far my favourite of the three *Star Wars* films. It had everything . . . heroism in the snow, romance, mutilations, cyrogenics — and even a Jedi master who sounded exactly like Fozzie Bear! Atari's subsequent coin-op obviously couldn't include all of this, but it did manage to incorporate plenty of blasting and flying action across four action-packed levels.

But could all of this be fitted into the Spectrum's relatively small memory? Domark obviously thought so, and brought in the aptly-named Vektor Grafix programming team to prove them right — and quite a job they've done too! The finished article is fast and compulsive and looks and sounds quite good too.

In Level One the player takes off in Luke Skywalker's snowspeeder, blasting through the empire's lines and destroying its Probots before they can transmit information about the rebels' whereabouts back to Darth Vader. Points are awarded for destroying the Probots, their transmissions and the fireballs which they shoot in your general direction. A doddle.

The destruction continues along the same lines in Level Two, except this time the enemy is a little tougher, consisting of two different types of Walker, the AT-AT and the AT-ST. The AT-ST is small and fast and destroyed by the snowspeeder's usual missiles. The AT-AT is bigger and slower, but it's also more heavily protected. Only two things will destroy one of these mammoths: the first is a direct shot to the head, while the second is wrapping a tow cable around its legs — and just try doing that when the going gets tough! Tow cables are fired by pressing T, and although the instructions say that there's only a limited amount available, I never seemed to run out no matter how many times I tried this tactic.

Between Levels Two and Three you undergo a dramatic change, and all of a sudden you're Han Solo at the helm of the Millenium Falcon. This time the enemy comes at you in Tie Fighters and once again the object is to destroy all in your path while avoiding the missiles.

Level Four is easily the hardest (can I say that?). Remember the scene in the movie where Han takes the Falcon into an asteroid belt to try to shake off the pursuing Tie Fighters? Well guess who's turn it is now. There are so many rocks flying around that it's almost impossible to get through this stage intact. It's also at this point that the slightly odd joystick action starts to cause problems (the on-screen cursor moves upwards when the joystick is pushed down and vice versa).

When starting off, the player is protected by five shields. One of these is lost each time a missile or asteroid gets through and unfortunately they're irreplaceable. Targets are set at the beginning of each level and meeting these wins a lettered icon. When these icons are collected in order to spell J-E-D-I the player becomes temporarily invincible.

The front end is plain but functional. There's a choice between three levels of difficulty (easy, medium and — believe it or not — hard!) and an optional training manual which gives a quick rundown on the empire's hardware. The pre-game blurb also contains the scenario, hints and tips and a full list of points scored for each kill.

In the words of the immortal Yoda: 'Adventure, excitement — a Jedi craves not these things' but he or she is certainly going to get them from this blaster. However, if I have one reservation about *The Empire Strikes Back* it's about the game's lastability. The problem is that the gameplay is just a touch too easy and therefore most experienced gamesplayers will lose interest relatively quickly (or maybe I've just learned to use the force — but I doubt it). It's good, but a little more work and it may have been a classic.

YS CLAPOMETER

An accurate coin-op conversion that comes agonisingly close to being brilliant.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

19

Cascade/£9.99

Marcus N-n-n-n . . . and so on. Actually it's quite hard to get out of the habit of n-n-ing all over the place when talking about this game, and it'll get even worse when part two pops up later in the year.

Eh? I hear you cry. Part two? Yes, Cascade knows where its bread is buttered, and I'd say it's on the side that's not stuck to the carpet. Why write just one game from an expensive and potentially lucrative licence, when you can do two . . . three . . . four . . . or even 19?

This one's the first, though, and in many ways it's typical of Cascade's games — not bad, perfectly playable, but just lacking that killer touch to make it a real humdinger. Part One is subtitled Boot Camp.It's a course in basic training, the results of which you can take through to the next game to help you survive against those slithery Viet Cong. Which means four parts, each entirely separate, but all of which 'take you through a series of exercises each assessing different characteristics: co-ordination, stamina and morale', as the blurb tells us. Sound like *Combat School* to you? Yes, it does to me too.

Fortunately the game's designers and programmers have avoided the temptation merely to ape that splendid Imagine title, and have tried to do something a bit different. It certainly succeeds in that, but as a game (or rather series of games) I'm not so sure. There's too much here that's been done better elsewhere.

Stage One is the Assault Course, a far more complex and challenging test than in *Combat School* (one notable difference between the two is that you don't have to qualify as such for the next round — you get to try out all four rounds but your achievements and points in each are added up to make up your final score and rating). Running is straightforward enough — you just press right — but jumping is incredibly difficult. To get enough power you have to keep fire pressed down for half a second or so, and let go just as you reach the correct spot in front of the obstacle. Fine in theory but in practice, very tricky indeed.

Stage Two is far more user-friendly. Here you have a shooting range set in a forest, the lighting low, with targets popping up before you which you have to pop off. Or at least some of them you do, because mixed in with the genuine targets (soldiers) you'll also see women and children. Hit a soldier and you'll get up to 50 points, hit a woman and you'll lose 1000. It all makes for a stern and very addictive little test, with eight such ranges to get through.

Stage Three, Jeep Training, isn't bad either, although it's all a wee bit familiar. There can't be many other games companies who would dare bring out a car racing game on the Speccy, but this one's perfectly respectable as far as it goes. Here you worry more about missing obstacles left in the road, as well as picking up useful things like ammo boxes, jerry cans and, for some reason, boots.

Stage Four, Unarmed Combat, is a return to Dullsville. It's *Fist* time again, except that it's rather shoddily programmed and incredibly boring to play.

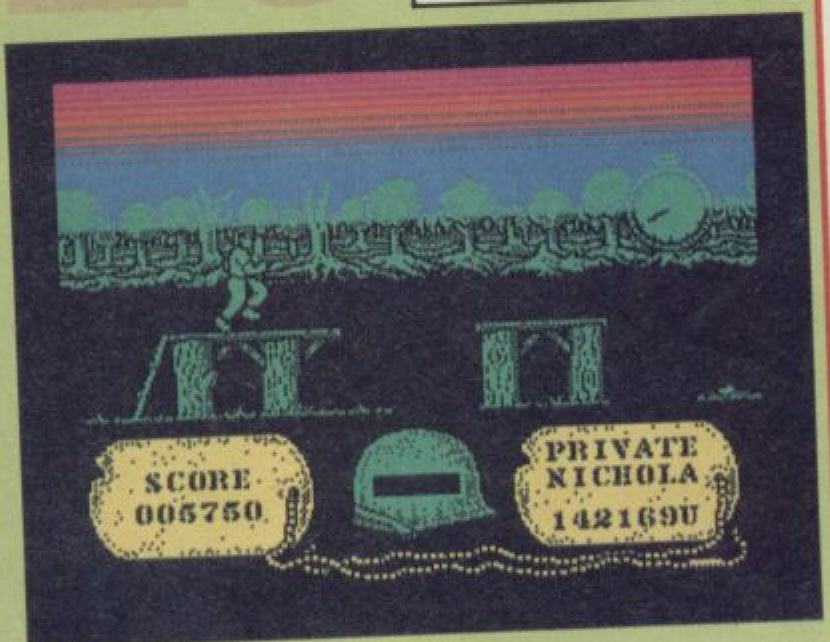
So, a mixed bag. Of the four bits, two are all but redundant, one's okay, and it's only the Shooting Range that's really special. For a tenner, you do expect more than a 25 per cent success rate. Which is, of course, better than a mere n-n-n-n-n-(*Oh shut up. Ed*).

YS CLAPOMETER

Well-hyped package that has its moments but lacks sparkle. At least you can switch off the music!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



ASSAULT COURSE
Jump over loads of obstacles, if you don't throw the computer out of the window first.



SHOOTING RANGE
Pick out the soldiers and pick 'em off. But shoot the women and children and you can forget about Purple Hearts.

JOYSTICK JUGGLERS

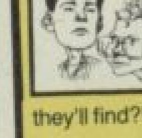
They're back! The wildest, wackiest, weirdest, wobbliest, widest, windiest bunch of wagglers there is. And they're nice boys too . . .



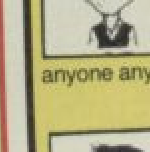
Jonathan Davies — Faster than a speeding bullet, happier than a Skoda owner and still raving about his not-so-new-anymore ST, Jonny-boy once more does the decent thing and helps out the *YS* team in their hour of need.



Duncan MacDonald — Sillier than ever, our resident dingbat bounces his way through miles and miles of pungent peanut butter to bring you his own slanted view.



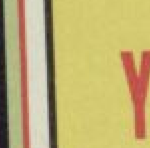
Ben 'n' Skippy — The Ludlow duo take time out from their country pursuits to delve inside their rubber keyboard . . . who knows what they'll find?!



Marcus Berkmann — Our one-time second-in-command still weilds a mean joystick, except now he's not near enough to do anyone any damage.



David 'Macca' McCandless — Programmed to please, Macca retains his grip on the *YS* editorial. Is there no end to this man's talent?



Mike Gerrard — The adventurous one jumps into *Screenshots* to check out something that's right up his street (and two streets along and around the corner from ours).

YS SCORES

10 — Better than 9
9 — Twice 4 plus 1
8 — Not as good as 9
7 — Ciarán's lucky number
6 — Almost half way
5 — Half as good as 10
4 — Better than 3
3 — Not very good
2 — Even worse than 3
1 — Ah well

DIAMOND

Destiny/£7.95

Cliff Having looked at the cassette inlay I was looking forward to a few hours' worth of *Uridium*-style shoot 'em up fun from *Diamond*. No such luck though — it just goes to show that you should never judge a game by its screenshots.

The semi-literate waffle that passes for a plot talks about five prison ships which are approaching your home planet, ready to disgorge their captives, who have mutated into monsters over the years due to something called 'Advanced Strogenic Regeneration'. As planetary head honcho you are in command of the five Supertronic Space Craft sent to intercept the prison ships.

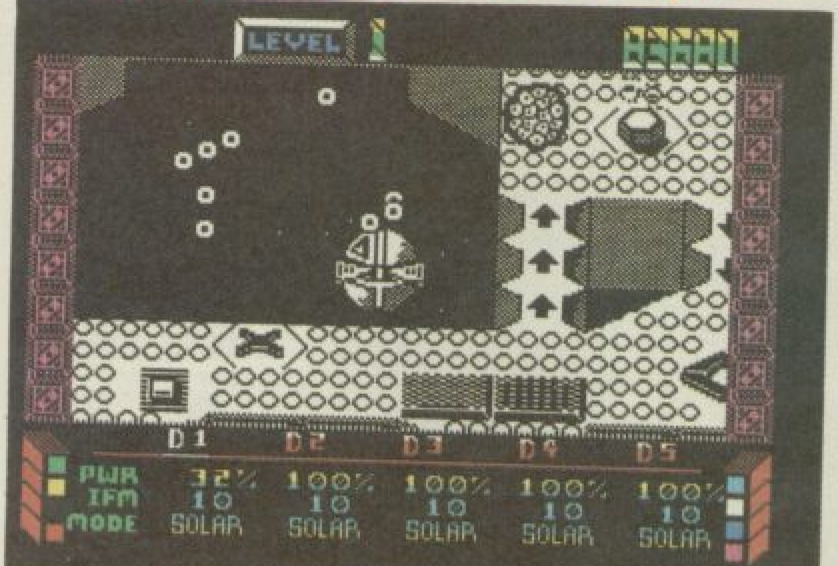
So far so good. After struggling with the fiddly control menu I was all ready for a bit of mindless mayhem — at which point the game developed a conscience and decided to take pity on the poor monsters. So instead of merrily blasting the prison ships, your goal becomes simply that of landing on the outer hull of each one and attempting to prevent the prisoners from escaping.

As you approach each ship you'll see a number of holes blasted in its hull. If you're lucky there may be a few prisoners fleeing into space (shoot 'em down while you can) but your main task is just to approach the damaged hull and seal it by firing upon it. This turns out to be one of those things that has to be done with pixel precision (well, almost) and it took me ages to get the hang of it. Not that I felt much better when I did manage it.

You will come under attack of course, but generally your own ship moves so slowly that you won't be able to dodge. Your only other option is to release some 'Inertia Field Modules' to protect you. These might be effective, but they're no substitute for a bit of high-speed ducking and diving.

To slow things down even more the Supertronic craft operate in four different modes, and as you explore the surface of the prison ships it's frequently necessary to switch between modes in order to recharge/defend yourself/take-off/and land. If you get hit you'll find that your energy levels drop pretty quickly, and the only way around this is to leave the ship in Solar mode to recharge itself. While this is happening you can take control of another ship and go through the whole thrilling rigamarole with that one.

The game is marginally less boring than the two songs that come on the second cassette in the box, but if you don't buy the game then you won't have to listen to those either.



YS CLAPOMETER

A non-violent shoot 'em up — what's the point?

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

HOPPING MAD

Elite/£7.99

Duncan Boing, boing, boing — splat! Curses! Boing, boing, boing — splat! Curses, curses, spit! Boing, boing, splat! Yaaaargghhh!!

In *Hopping Mad* you get to control a bouncing ball (well, four bouncing balls to be precise), in a sort of *Wonderboy* ish type landscape which scrolls inexorably from left to right. To the right of the screen are your four balls, which bounce alternately (describing a sine wave) (*a what? Ed*), and the object of the game is to lead your merry rubber troupe safely through the scrolling screens, while eating apples and popping any floating balloons you see bobbing about. Your progress is hindered, however, by various nasties, both ground-based and airborne: hedgehogs, cacti, venus fly-traps (ball traps in this case), sharp rocks, buzzing bumble-bees and sharp-clawed eagles to name but a few. But if you can manage to survive long enough to pop 10 balloons, you get boinged up to the next level (different landscape and nasties) for more of the same.

Controlling your inflatable chums is a tricky business at times. There are just three movements: slow forward, fast forward and bounce. And when you find a ground-based hedgehog scrolling towards you, with a balloon above and an eagle behind, can you manage to high bounce over the hog, pop the balloon, and still get all the balls safely down without touching the bird? Answer: probably not, but you've only got about three femto-seconds to make your decision . . . there's no stopping in this game — you can slow the scrolling down but you can't stop it!

The graphics aren't exactly mind blowing, but you could say they are chunky, functional and quite nicely animated.

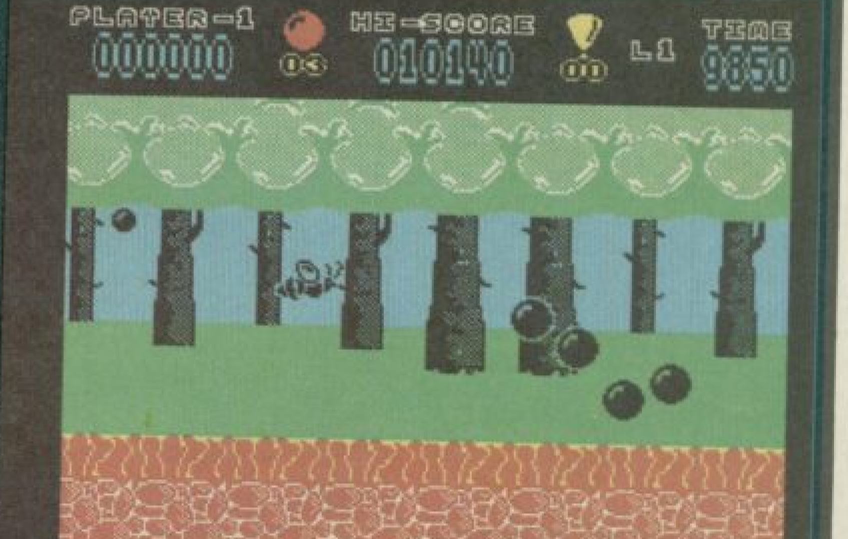
Hopping Mad is one of those rare games — easier than falling off a log to get into, but a lot (lot) harder than falling off a log to get very far in. We are talking quite addictive here. Quite addictive indeed. Curses, I've just got to go and have another quick go. Boing, boing, boing — splat. Bleeeeeee!

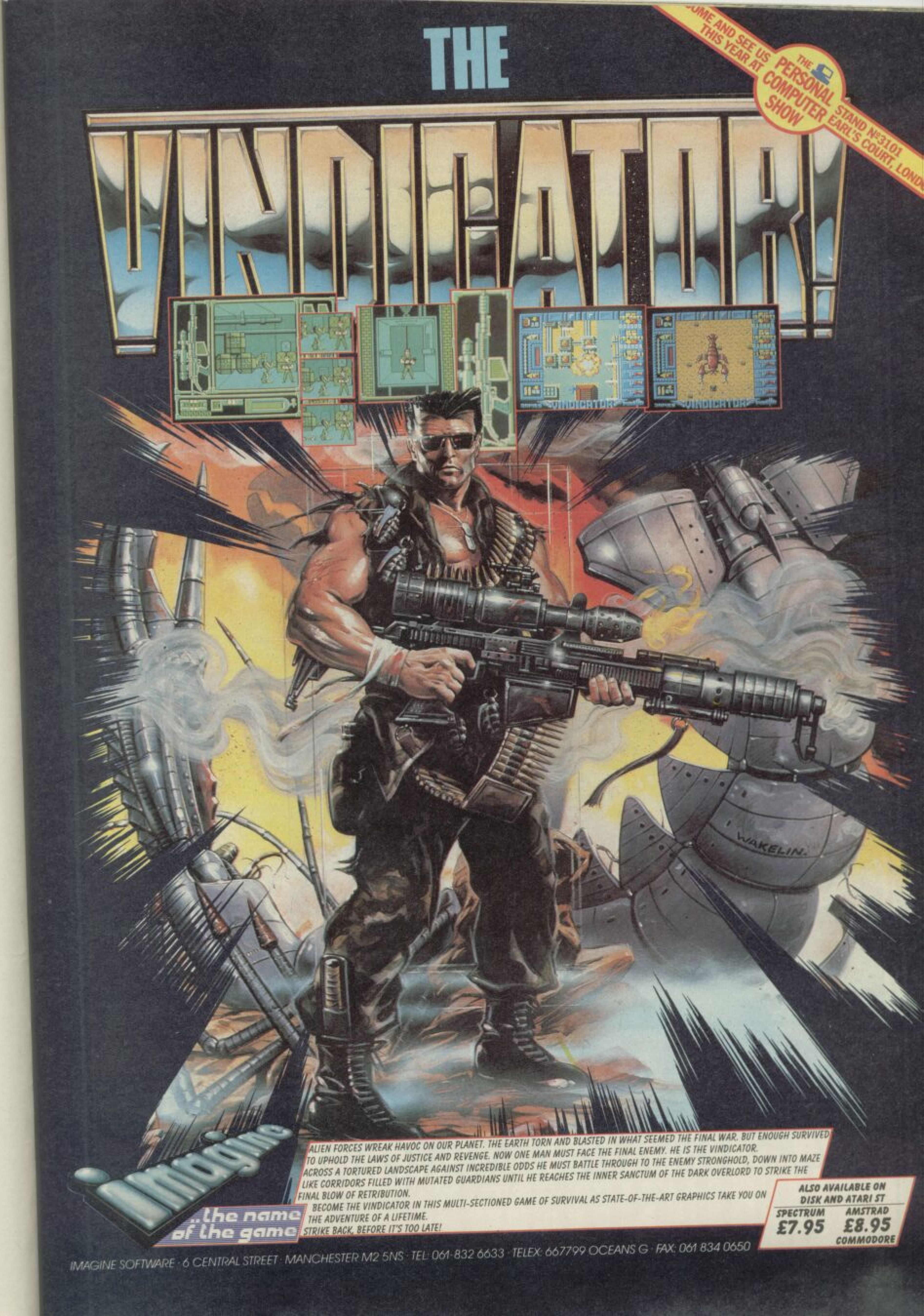
YS CLAPOMETER

Scrolling bouncy ball avoid 'em/collect 'em-up. Inflatable 'tear your hair out just one more go' frolics. Almost as addictive as banana Nesquik.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8





THE
VINDICATOR!
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imagine
..the name of the game
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THE BARD'S TALE: *TALES OF THE UNKNOWN*

Electronic Arts/£8.95 cass/ £14.95 disk

Mike Once upon a time there was a reviewer who loved adventures but hated role-playing games. Then he discovered *The Bard's Tale* on his [name of other computer deleted] and changed his mind. Now here it is in its 8-bit Speccy version and it's great to see that hardly anything has been lost in the conversion. Well, the graphics aren't as good, obviously, and gameplay isn't quite as smooth, but it's still a terrific job.

The game starts in the Adventurers' Guild in a country town called Skara Brae. This used to be a peaceful town, 'till evil creatures infiltrated the place and the odious Mangar froze the surrounding lands with a spell of Eternal Winter. Cut off from the outside world, with the local police disappeared, naturally it falls to a group of ragged but intrepid adventurers to save Skara Brae and defeat Mangar.

The Bard's Tale fills both sides of two cassettes, and so it should with 16 levels of dungeon maze to explore. You load the core program first, followed by whichever level you've reached, and then load in your saved band of adventurers to take up the fight. There's a bit of fiddling around, and jotting down numbers from the tape counter, but it's well worth it. There's also an Editor program that allows you to swop characters around from one group to another — like dead ones for live ones! To get you started there's a default group of characters known as the A Team, so if you're impatient you can be straight out of the Adventurers' Guild and onto the streets of Skara Brae with these.

Top-left of the screen is a graphic of your location, or one of the characters, or one of the many monsters lurking around. Top-right tells you where you are, or gives you information, or tells you what's happening, or allows you to trade weapons, spells and so on. And across the bottom you get the details of your party, giving each character's name, Armour Class (level of protection), Hit Points (in total), Condition (Hit Points remaining), Spell Points and Class. There are 10 different character classes, but the last two (Sorcerer and Wizard) can only be gained by working your way up through the ranks. Otherwise you must try to choose a well-balanced party of six from the warriors, rogues, hunters, bards, magicians and so on at your disposal.

So far it sounds very like any other ordinary RPG of the type I've never liked, so why is this one special? I think the design of the game is the answer. Although there is a 24-page manual in the package you don't have to wade through it all before you can put your fingers near the keyboard. You can grasp the basics very quickly and be playing (and probably getting killed off) in no time at all. The more you play the more you learn, and a fair chunk of the game is menu-driven, though not so much that it takes all the fun out of playing.

A map of Skara Brae is provided so you can find your way around, but obviously you're on your own when it comes to the dungeons. As soon as I was out of the Guild, I was attacked by six Gnomes. Would I fight or run? Why fight, of course. Gnomes? No problem! I soon saw them off, but then I couldn't read what my reward was as the message went off the screen too quickly. I'd earned 80 experience points and... hang on, how many pieces of gold was that? Too late, t'message had gone.

With my gold I went into Ye Olde Equipment Shoppe and saw that they sold everything from a torch for five gold pieces to plate armour at 700. My bank balance didn't quite run to that, and they didn't take plastic, so I bought the best I could and it was out onto the streets again, kicking in the doors of buildings and watching out for marauding monsters.

Suddenly I was faced with six Kobolds — who looked remarkably like Gnomes to me. Oh well, that's one way to convert a 16-bit game to 8-bit. Whatever they were, they fell to the might of my merry band. I was just getting cocky when out of the shadows came seven Barbarians. Gulp! They looked mean and nasty. Fight or run? Ahem... run for it, lads! Oh dear, sometimes you can't run even if you want to. Splat! End of party. Back to the Guild and start again.

A few hours later, I was still wandering the streets of Skara Brae, looking in on the inn, the temples and the Review Board, and slowly building up the strength of my party, discovering which creatures you can beat (like spiders) and which are best avoided (like skeletons). Somewhere in the city are the entrances to the dungeons, which take a lot of finding, but (in the immortal words of David Frost) the clues are there.

Can you find Harkyn's Castle or the Mad God's Catacombs? And if you can, will you wish you hadn't? Don't ask me, I'm stuck half-way down a sewer at the moment, though if you bung a fiver to Electronic Arts you can have a copy of *The Bard's Tale Cluebook*. And I warn you that more volumes of *The Bard's Tale* are on the way. Gordon Bennett, this could be a lifetime's occupation!



YS CLAPOMETER

Huge arcade adventure which might convert many a purist.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

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IMPOSSIBLE MISSION II

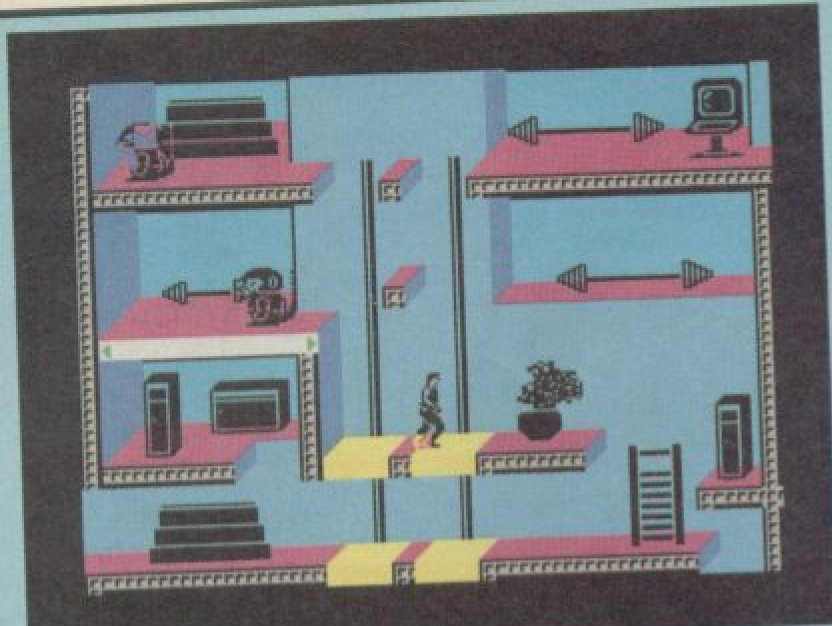
Epyx/ £8.99 cass/£12.99 disk

Macca What would the name Szenttornyai Laszlo conjure up for you? The memory of a particularly wet and virulent sneeze? Or perhaps a recollection from your childhood of the noise your not-quite house-trained puppy made when you booted it off the damp sofa? Maybe. But for me this unpronouncable alphabetical avalanche means the name of the programmer who masterminded *Impossible Mission II*, the latest winner from U.S. Gold.

As before, that 'entendre-stimulating, evil, nasty, baddy, insane scientist with a large forehead' type person, Elvin Atombender, is up to his old tricks again. He's out to destroy the world for the umpteenth time. And since you were so successful in thwarting his demonic plans last time, you are deployed to infiltrate Elvin's secret tower complex and generally stop the world from not being the world.

So off you go as Agent 4125 to duck and dive around the robots, leap over the bottomless pits and jump from platform to platform — all with the aim of putting an end to Elvin's nefarity.

Old agent 4125 hasn't changed much since his last *Impossible Mission*, except now he's gained some eyes and his hair's grown a pixel or two. Shame? Rip off? No-way! You might be complaining loudly, but wait. 4125's animation is top-notch and absolutely brilliant. He lopes along, taking wide smooth strides and will perform exquisite somersaults when commanded. The robots he has to avoid are a bit of a let down though: bulky, stark vacuum cleaners is the closest description I can think of. But luckily their appearance doesn't detract from their position in the game. Those nasties get progressively varied as you attain different levels, including droids that lay mines, move lifts, shove you off platforms and, of course, your normal, everyday killer machines.



The aim of the game is pretty much the same as in *Impossible Mission 1*, all that searching around for components to a puzzle. But there's a few twists this time around, with time bombs and normal bombs, and gadgets to move floor sections around, as well as lifts, to get to those important little places.

YOUR SINCLAIR MEGAGAME



In the lift and corridors, our agent's Pocket Computer tells him where he is in the tower complex, but more importantly lets him manipulate the musical notes he finds in a sort of sequencer mode. When you've found and chained the melodies together to make the right tune, it'll allow you to open the elevator doors to Elvin Atombender's tower control room.

Screens (of which there are many) are accessed by a network of inter-connecting lifts and corridors. And it's these screens which provide the high-point of the game. It's time for the old *Manic Miner* reference again I'm afraid. 'Cos, each screen has a specific puzzle and route which you must discover and master before you can proceed to the next. Although most screens have just one exit, the idea is not always to pass through them but to search every object in them.

These objects stand poised in awkward corners and across bottomless pits, and are often guarded. They range from domestic things like cupboards, cabinets, and flower-pots to weird things like coat-hangers, barbells, and sewing machines (Elvin's fetishes perhaps?).

To search you have to stand against an object and press the up key, and wait while the computer frisks it for you. And nothing can be ignored. Each object may or may not contain an essential code. Codes are fed into the screen's computer and can do such things as provide extra-time, halt robots, plant bombs and move floors — necessary if you want to reach other screens or painfully placed objects. Most of these options are finite and therefore painful. You could be at the end of a complicated manoeuvre which you had spent hours planning when bingo! the robot restarts and vaporises you.

The screens themselves are a tasteful combination of pink and blue platforms, joined by lifts and gaps. Puzzles come in the way you manipulate the lifts and computer options in order to get to that elusive last object. Later screens also contain bombs, light bulbs and mines. Some screens are real brain-blenders — more difficult than in the original — but it all adds to the addictiveness.

More brain-blending comes in collecting the three access codes from each tower, using them to open the safe, and then getting the music sequence data which you must string together to open the door to the next level. For this you use your 'hi-tec, stuff your Rolex down the loo' wrist watch. With this weighty timepiece you can scan other areas of the complex, prime bombs, have a crack at the code — and even tell the time.

All in all, the attraction comes in trying to reach other screens and solve the individual puzzles. The random screen effect adds a tang of mystery to a game that would otherwise be repetitive. If you haven't played the original then buy it; and if you have played the original then still buy it, but don't expect quite so much from it.

YS CLAPOMETER

Agent 4125 is back in excellent form against the evil Elvin Atombender. (Oo-er) A triumphant return with many new wazzy puzzles!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

FOOTBALL MANAGER 2

Addictive/£9.95 cass/£14.95 disk

Marcus And over to Barry Davies in the commentary box... 'There's nothing on here... oh, it's one-nil!'

Yes, it's footie time again, and as regular readers will know, there's nothing that gets the old Berkmann pulse racing like a footie sim on the Spectrum. *Football Director*? Love it to pieces. *The Double*? Right result on the day Jimmy. *Match Day 2*? Work of flippin' genius Pedro.

The mater and pater of all, though, is *Football Manager*, the game that absolutely everybody must have bought at some point or other. Well, either that or some clot's got a quarter of a million of 'em — which, come to think of it, is a distinct possibility knowing the way footie sim fans think.

Originally released by Kevin Toms on his own Addictive label (since swallowed up by the mighty Prism corporation), way back in 1982, *FM* has sold consistently ever since — a unique achievement in the brief history of everybody's fave computerised tablemat. Mr Toms has tried many times since to repeat the feat, but entirely without success. New game after new game from Addictive came a cropper, but every time it re-released *Football Manager*, it leapt straight back up the charts again. That grinning bearded mush is probably the best known face in computer gaming — and if it's ever cropped up in your nightmares, I can tell you you're not alone.

Now six years later, things have moved on just a wee bit (machine code has superceded Basic, for one thing), and Mr Toms' new bosses clearly decided it was time for a sequel. The game was in fact announced at last year's PCW Show, accompanied by cries of "And the three bears" from myself and Phil. But a mere nine months later here it is on my desk — and it's a ripsnorter.

As he put this one together, Mr Toms clearly took notice of the new breed of footie management sims — the *Football Directors* and *Doubles* of this world. Both of these games radically overhauled the original blueprint of *FM 1*, though each chose a quite different approach. *Footie Director*, to the horror of programming snobs, did away with graphics completely, and instead supplied huge amounts of information (within a very tricky gameplay structure), which data junkies like me lapped up. *The Double* tried for more accurate representation of a footie season (and a manager's career) than *FD*: instead of presenting you with numerical info, it made you establish through observation, which players were any good and in which positions — meaning you worked by trial and error as well as by logic. *FM 2*, like the mass-market product it is, tries in part to combine both approaches, while staying essentially true to the basic (if not Basic) structure of *FM 1*. It's a fair old balancing act, but I think it works.

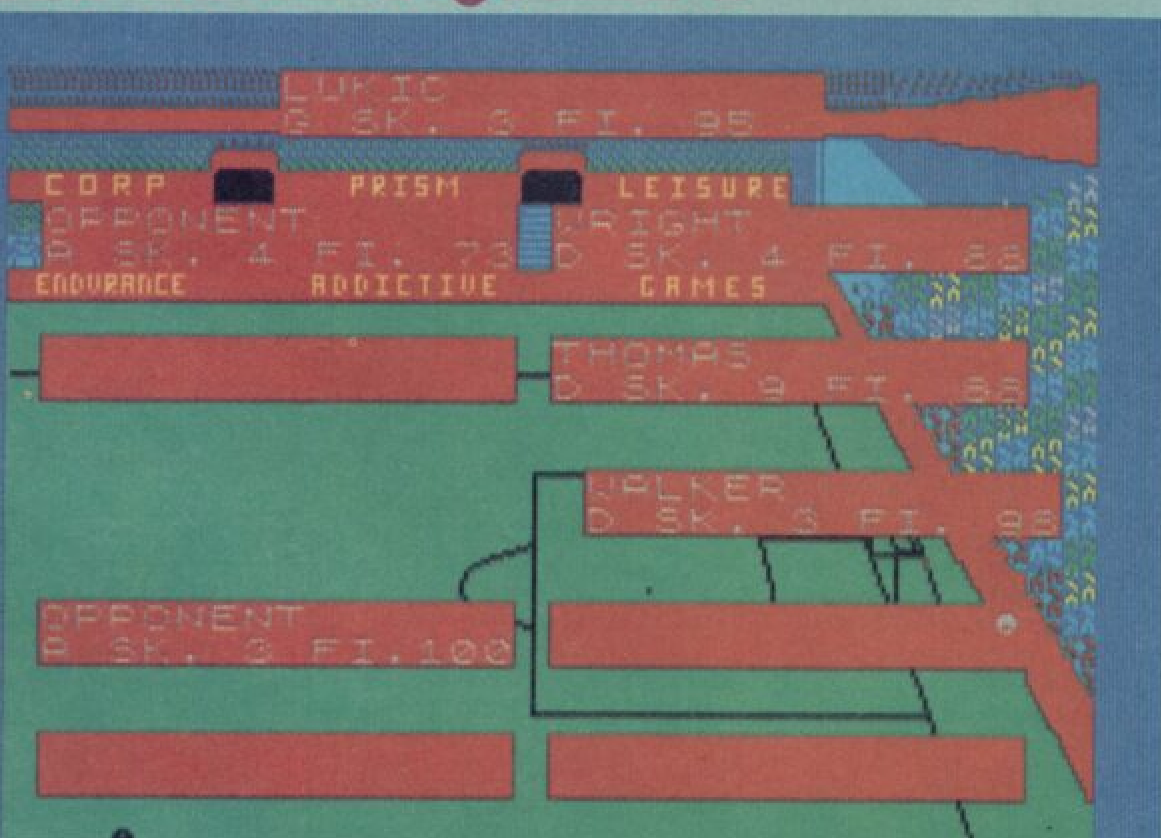
The graphics, as you'd imagine, are much improved. The pitch is split into three screens — broadly defined by Attack, Midfield and Defence — and as the ball is punted about the field, so the game follows it about from screen to screen. You're given a squad of (on level one), fairly nifty players — Peter Beardsley and Clive Allen aren't bad for Division 4 — and you have to place them in the right positions on the field. The positions as you choose them represent the part of the field that player will attempt to dominate. Each player, on both teams, has a skill rating of between three and nine, and generally the more skilled player will win more balls.

The other factor is fitness, measured between zero and 100. Players drop a little in fitness every time they play; if they drop below 50 they are considered "unfit" and are sidelined. Players who don't take part, though, increase in fitness, so you have to spend a lot of time juggling your players around and keeping a balanced squad, just in case a real nasty happens and someone snaps a pin. Youch!

As with *FM1* there is the option, only at the start, to choose a skill level from one (easy) to nine (very %$@&*$ hard). Level one really is dead easy, but you'll only discover this when you've been playing for 40 minutes and won every game 5-0. I think I would have preferred the same system as in *Football Director*, which puts your skill level up automatically if you do too well. But sooner or later you do find your natural skill level, whereupon things get really interesting.

Half time now becomes a particular boon. Here you can swop around your team, or bring on a substitute, if you feel that your tactics aren't working. If there's a weakness in your midfield, for instance, you can put a better player in the vulnerable position, or even bring in an extra player and drop, say, a striker. This means that watching the match is not the chore it always was, but both fascinating and absolutely necessary if you're going to learn from your mistakes.

There are loads of other new features — a full transfer market, success points, sponsorship and the League Cup to name but four — but what makes *Football Manager 2* work is that its structure is basically sound. Internal logic is the be all and end all of this sort of game — lose it and you lose all attempt at credibility. For connoisseurs, I'd say this is probably nearer *The Double* in feel, but with that game's massively complex structure much simplified. It also has the ruthless logic that *Football Director* imposes (if not its loving detail), which'll make it a vital purchase for anyone hooked on that game. I'm delighted with it, as I imagine Kevin Toms is. As John Motson would say, 'You have to shay, Jimmy, he wash absholutely nowhere.' (*Eh? Ed*)



YS CLAPOMETER

Fine sequel to the hoary old classic with a relatively simple structure, but no less playable for that. Addictive? You betcha.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

CARRIER COMMAND



STRIKE-ATTACK!

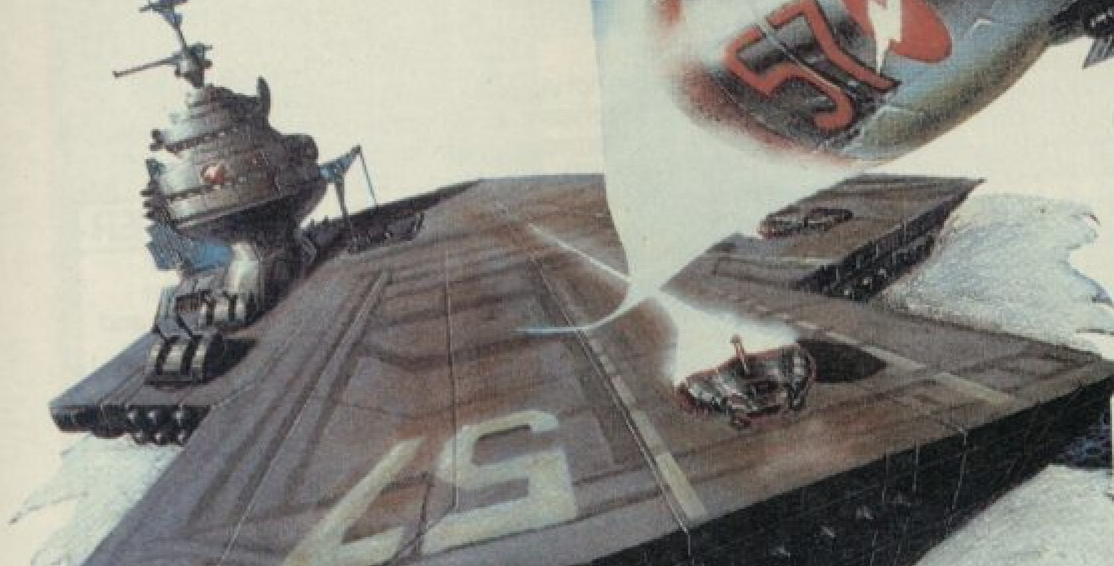
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TRACKSUIT MANAGER



Goliath/£9.95

Phil I'm not much of a one for these footy management games, y'know, but I'm amazed at this one. In most cases strategic football games are text heavy, with lots of accounts and admin stuff to worry about. *Tracksuit Manager* is surprisingly different though, as here the emphasis is firmly on the football matches you play, along with rating for players and teams.

Apparently the writer of the game went to FIFA and got the names and ratings of every player in every World Cup team on the earth, and they're all here IN THIS GAME. Every single football player in the world, with data on his style of play, weaknesses, strengths, and so on. The strategic elements are very complex, but it's up to you how deeply into the game you go. That's the real beauty of it. Like all the best games the idea is very simple, but so effectively executed that it's addictive, exciting to play and satisfying to finish.

When you watch a game, you read a blow-by-blow account (see the screenshot) as if on the jolly old *World Of Sport* teleprinter. The passes, the shots, the near misses, all the thrills and spills . . . what? You don't think watching a football match in text only is going to be much fun? Well okay, neither did I, but for some reason I can't put my finger on, this is one of the most addictive parts of the whole shooting match. Watching the game unfold in front of you like a text adventure. It's a weird way to enjoy yourself, but I love it

The other thing which is nice is the depth of the detail in the game. Each players' details are there, and you can look up each player in your own and those of opposing teams and carefully match their abilities. You can really manage the team, pitting your finest selection against the odds in the international arena. Just call me Robbo.

So, although it's got not very much in the way of graphics (there are some nice frames for the text, but that's about it) *Tracksuit Manager* does have a lot to recommend itself as a worthwhile game, especially for those players who enjoy flexing the muscle between their ears. Okay, so *TM* would have been totally brilliant, except for the fact that it's just a football management game. Admittedly it's a good one, but it's still an unoriginal concept. The execution, however, is excellent. Some day, all footy games will be made this way. If you haven't got any football strategy games, then buy this one. If you have got some, then you might still enjoy this one as a slightly different approach. Basically what I'm telling you is if you don't like *Tracksuit Manager*, you're dead from the neck up.

YS CLAPOMETER

One of the best football strategy games yet. Fast action, tough decisions and huge databases of info on the world's footballers. Firmly in the first division!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

DREAM WARRIOR

US Gold/£8.99

Jonathan Now I've read some pretty naff plots in my time, but this one has to take the biscuit. It's probably the most contorted, contrived, badly-written piece of fiction I've ever had to wade through since reading my last school report! Still, here goes...

An evil organisation called Focus is sending Dream Demons to attack people in their sleep. Four astral scientists called Asmen (with just the one "S") find out how to combat them with pulsar neutrons, but before they can do so, three of them are captured by Ocular, the greatest dream demon of them all. You are the one who isn't of course, and now you've got to reclaim the other three.

But let's play along: to rescue your chums you'll have to get into their dreams using the dream hopper, which is charged up with hopper energy. This is collected by shooting demi-demons, which flit around the place, obviously trying to hitch a lift back to *Manic Miner*.

Other demons give you bits of the scientists' Psychic Images, which need to be collected to complete the game. The remaining ones give you credit cards which can be swopped for increased Sleep Depth (oh yeah, run out of this and the game's over) or lift-passes to move between levels.



Behind me 's a safe, within which lurks extra Sleep Depth, but I'll need a card to access it. Just visible on the right there is a door, and I'll have to flip two of those switches on the floor to open it.

To be honest, after a few minutes of playing this I was quite ready to write it off as a no-hoper. I'd even got a great selection of dismissive phrases lined up for it. But (sniff) you'll have to wait for the next offender that comes my way, 'cos after a while *Dream Warrior* really began to grow on me.

If it's action you're after, *Dream Warrior* is hardly going to get the adrenaline pumping, but it plods along at its own pace and for those who are prepared to accept its little idiosyncracies, it should give plenty of hours per pound.

If only I could work out why US Gold keep putting words In capital letters for no APPARENT reason in THE middle OF the instructions. P'raps it's GOT a sticky caps-lock KEY?

YS CLAPOMETER

The pros more than make up for the cons, and it's even vaguely original. Good stuff.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

HINTS 'N' TIPS

YS TIPSHOP



Just when you thought it was safe to open YS without a wad of tips smacking you in the gob, here comes this month's new improved Tipshop. Yes indeed, ladies and gentlemen, my name's Phil Snout, Goodnight!

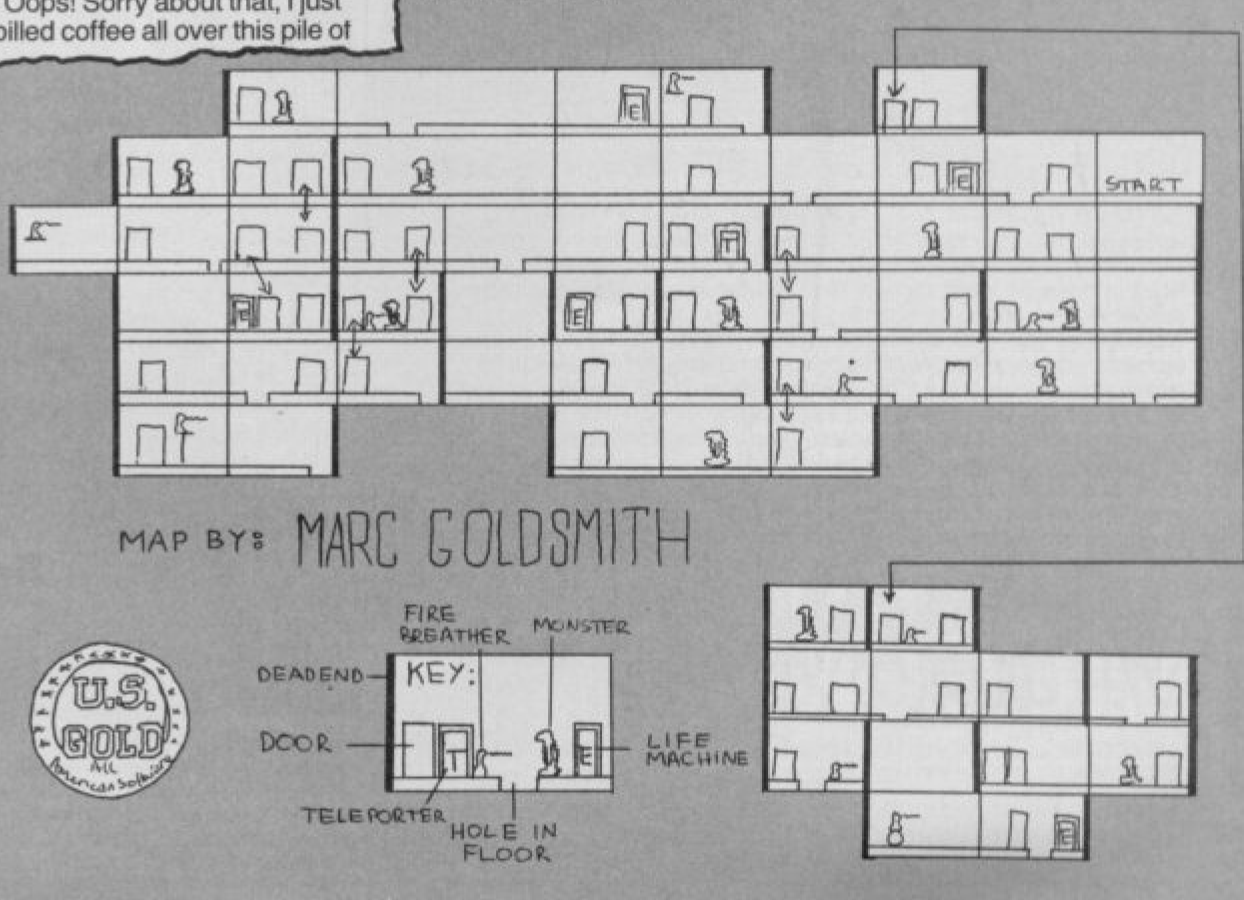
G'day. How's it goin', alright? No worries. I'm blimmin' hot though, tucker, and no mistake. Still, soon be Christmas, eh? What's going to be the big game this time around? Who can say. What I can say though is that *this* is going to be a really brill edition of the *'Shop*. No really, I'm not just saying that, it's going to be fab, and I should know 'cos I diddit! We've got loadsa stuff to show you, and due to the fact that the mega-amazing *Smash Tips* directory is finally with us, we've had to inject the *'Shop* with a few value added features. What we've come up with is the amazing MegaTips, larger than life complete solutions and tipping maps which can shine your shoes, put a smile on your face, money in your pocket, and knock the spots off your boxer shorts at 20 paces. One such triff'n'brillo item is by **David 'Macca' McCandless.** It's everything you ever wanted to know about *Desolator,* but didn't dare to ask, all in one easy to swallow capsule that doesn't upset your stomach. Good old Macca, he's always good for a titter, innee? Of course, besides all this mularky, we've got the rest of you in the *Shop*, all squeezing in and pressing your little noses against the windows. Tsk! I wish you'd tissue the mess off before you go... urgh. Pass the Windolene, Jackie.

Venom Strikes Back

• Oops! Sorry about that, I just spilled coffee all over this pile of tips . . . dag nabbit! Quick, somebody get a tissue . . . (*Bless you! Ed*) Oh, ha-ruddy-ha! Urgh! Oh well, that's the worst of it up. Why am I such a clumsy idiot? What do you think, **Avi Gadesh**, all the way from Israel? **'I s'pose you've just had lots of practice! Still, how about a tip for *Venom Strikes Back*, while you're mopping the coffee off your All Stars?'** Sure, go ahead. **'Okay, here it goes. The codes for the levels are: Level One — MAYHEM, Level Two — TRANSMOGRIFY, and Level Three — VALKYR. And just one other tip. When you're in the end of Level Two, before the 'alfa suit', press the shield button and then enter the door to the level, and you'll have infinite shield.'** Fanx a lot, Avi. So what do I do for the rest of the game if I can't get killed? What have you go to say about it, **Scott Smith? 'I have found this great cheat in *Venom Strikes Back* — MASK III. It's a bit tricky but here's how to use it. At the start, pick up both masks (penetrator and backlash), then run right for a few screens, but DO NOT use penetrator. You will come to the first door, when you go through the door you will find yourself in a room with a wall to your left. Now use the penetrator to go through the wall. You will come out in a room with two more masks in it (blaster and lifter). Pick up both of these. You should now have the maximum of four masks. Now jump at the wall, and use penetrator to go back through it. When you come out of the wall, you should have some penetrator left (if not the cheat won't work!). Now, run a couple of screens right, but DO NOT use your penetrator. You will see a jackrabbit mask. Stand over it, select penetrator, and use penetrator while picking up the jackrabbit. Hey presto! Now you will notice that although you do not have the penetrator mask, you are using one . . . This has one drawback — if you change to another mask your penetrator will go away. And be careful because you can still drown with your penetrator on!'** Cheers ears. And fanx for the tips. Any other tips for this game? The only reason I ask is that it would be nice for a complete solution. Just a thought . . . NEXT!

People From SIRIUS

• Mapping the cover mounted games on *YS* is becoming a bit of a national pastime at the moment, but being as we've done so many tapes, this is hardly surprising. And such a good MAPPY game as well, how could you refuse? Well, **M Goldsmith** couldn't, and to prove it he's done the first level of *People From Sirius*. Now you can find your way around, without losing your marbles. Nice one, M!



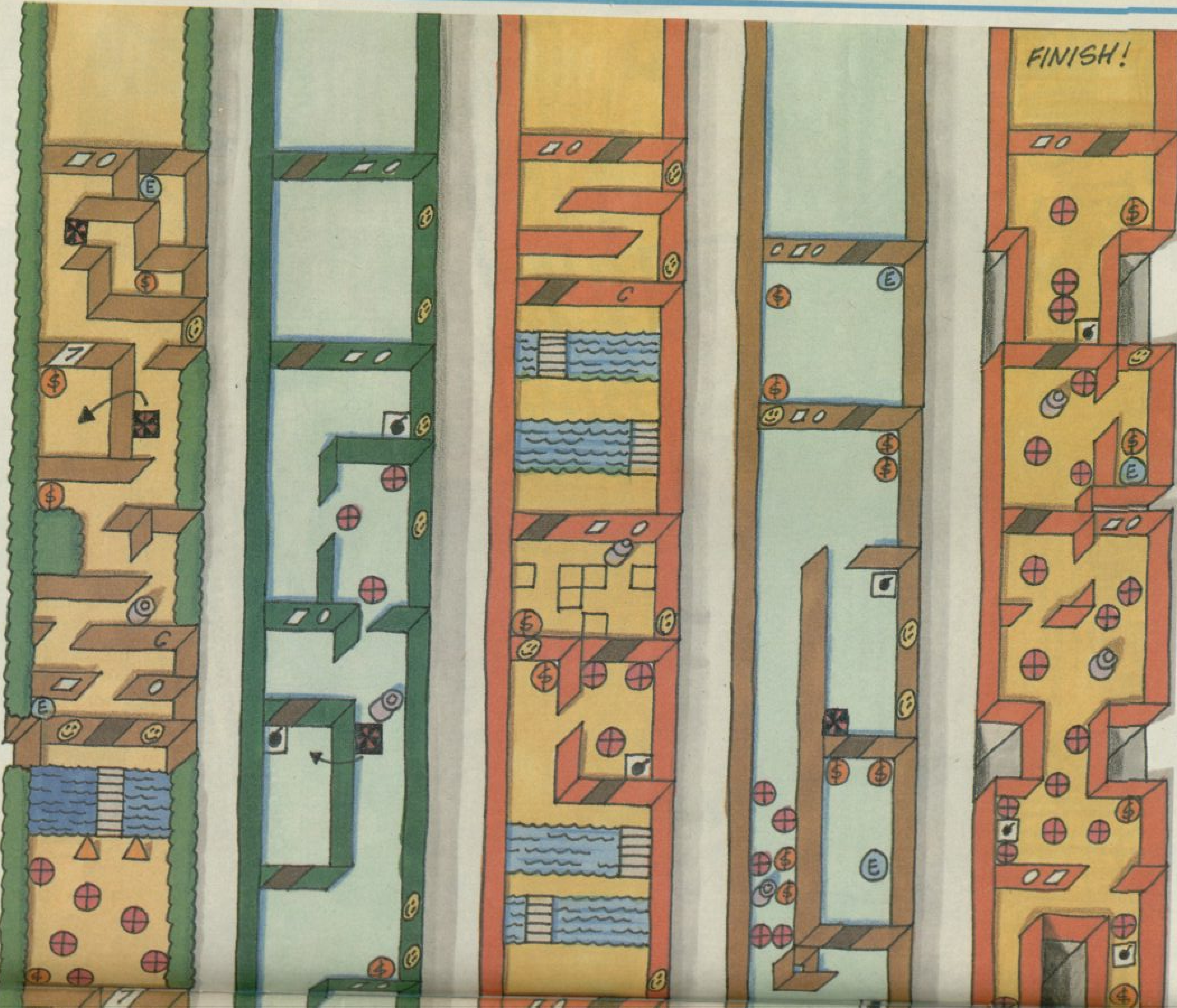

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THIS
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of unsuspecting stores thoughout the U.K.!
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SIMULATION SOFTWARE
ocean
RAINBIRD
SILVERBIRD
EPYX
FIREBIRD
PALACE
U.S. GOLD

DESOLATOR

First 'n' foremost, don't be persuaded by the "LOAD LEVEL 1" prompt — you can load any of the five levels just by fast forwarding your tape to the appropriate bit on side two. Same applies when you finish your game and are ordered to re-load level one.

OBJECTS D'ART

Jars conceal juicy mystery prizes. Approach them from the side and punch. The treasure will be revealed [cue squeals of extreme wonderment and pleasure from the audience]. Punching clocks will freeze all nasties on screen for about 10 seconds — use this time wisely.



seconds — use this time wisely. Make good use of the effect of destroying dolls, masks and deer-heads. To kill the laser-spitting ornaments without the expense of energy, simply stand adjacent to them and wait until they fire. Then step in front, face forward and punch! Viola, all nasties on screen die.

Mines, in case you hadn't noticed, are the round things with crosses in the centre. Avoid even clipping these as you walk — touch them and you die! Use the somersault option, but watch out! Only jump at the last possible second or you'll land on the mine.

BADDIES AND GOODIES

To free the kiddies, punch the picture next to the mirror. Every two punches will yield a brat who'll emerge from the mirror and run away. Release one toddler at a time to make them easier to grab. Once you've collected nine children you'll turn into Machoman.

Use the diagonal firing capability to destroy armors, firemen and jidans. Don't move towards them in a straight line, weave about to distract their aim. Barrels are indestructible, avoid them at all costs.

HEAD TO HEAD

At the end of each level, to defeat the multiple heads stand in the top left-hand corner and face right. Eventually, one by one, the heads will bounce off the walls in a straight line towards you. You can only hit them head on (if you'll excuse the pun), as they come towards you. One punch will do the job. Don't be scared to touch the heads, 'cos they can't harm you. But do avoid the missiles they fire. Once you've killed them it's off to the next level.

MULTIFACE POKES

Unfortunately, the indomitable Alcatraz protection system means I can't print a hack for this game here, but for all you lucky, lucky people with multifaces here are a few pokes:

POKE 39499,n n=no. of kids
POKE 34177,n n=lives
POKE 45214.0 infinite energy

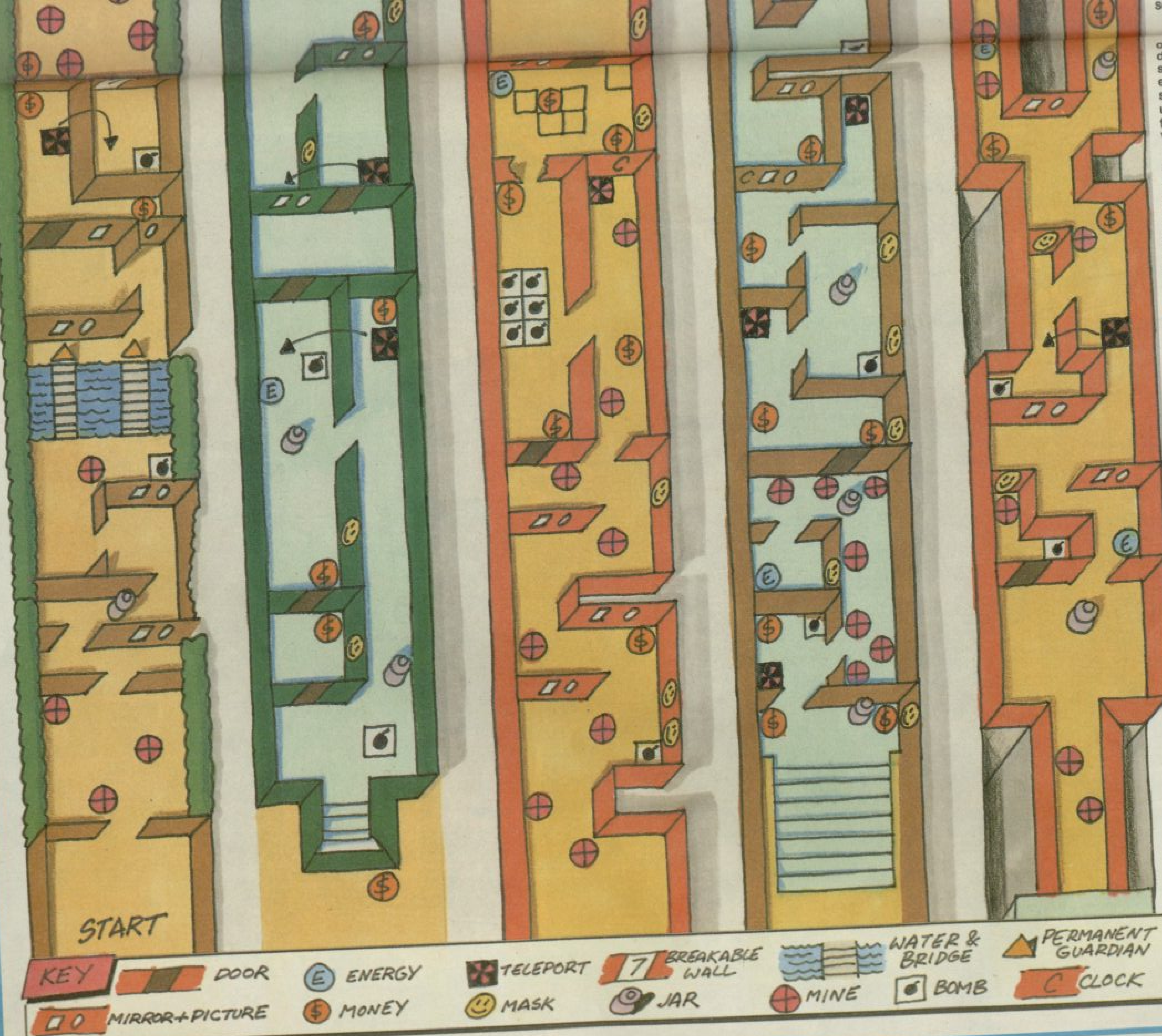
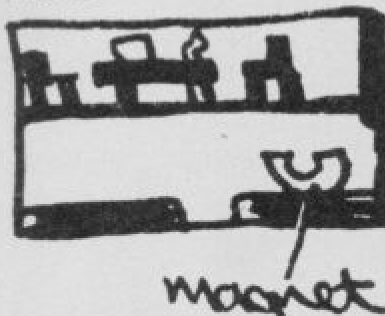


ILLUSTRATION: NICK GRANT


BUGGY BOY
START
FINISH

Dizzy

• What? A cry for help? What is it, little potato? **When you enter the castle in Code Masters *Dizzy* game and go through to the next screen, you will see a horseshoe magnet. Could you please tell me how to use the magnet? I've tried it everywhere, but it doesn't seem to do anything. Maybe you can figure it out. Signed Terry Smith. Oh yeah, here's a drawing of it, so you know what I mean.**



Any ideas? Well, I happen to know (on account of just being on the blower to Sally Ann at Code Masters), that the magnet isn't used for anything at all. It's a magnetic RED HERRING! Anyway, to cheer you up, I've given your address to Sally Ann and she's going to send you a complete guide to *Dizzy*, including maps and hints, but unfortunately not the fruity pic of Abigail Darling in a towel. (Fwar! See *Frontlines* for further fnar details, kwar!) Good luck.

Driller

• Cor! It's here. In honour of the release of *Dark Side*, we have here the very final solution to Incentive's *Driller*, a corky game and no mistake, what with all that 3D biz and the fact that you've got to be a mixture of Uri Geller, Ian Botham and Rolf Harris to figure out the puzzles with any degree of accuracy. But work them out you did, my little fruitbuns, which is more than I did, snouty as I am. So, many fanx to **James Leeds, John Parker** and **John Paul Margerison** for their strident wads of tips about this 3D adventurama, and here's the first part of their megasolution, in glorious cinemascopic black and white.

Amethyst: Shoot the wall for extra points (worth up to 750 if shot in the right order). Inside the hut, if you shoot the shield crystals on the floor first, then the shield crystals in the air, you have maximum shield and more points. (ie. the crystals on the floor will re-appear). Land on the slab in the jet for full replenishment.
Drilling co-ords: X-6400, Y-6050, facing north.

Lapis Lazuli: Shoot pyramids for extra points and to create a path through the sector. Rise to maximum extent and locate and destroy small cube (switch) and the wall will disappear. Shoot cube again to make door visible.
Drilling co-ords: X-4096, Y-3746, facing north.

Emerald: To escape the notice of the laser beacons at each door, you can move around the the perimeter very close to the outside walls. Alternatively, you can keep out of range by moving diagonally across the sector. The south facing laser has a block near it. It is impossible to get round it without being seen, so be careful.
Drilling co-ords: X-3746, Y-4096, facing east.

Malachite: Shoot the eyes to stop them shooting you. A word of warning — once you've shot the eyes, don't shoot the nose. Inside there are four laser beacons which fire pretty fast. Shoot them. Shoot the large slab to turn off the force field in Trachite.
Drilling co-ords: X-5952, Y-5026, facing north.

Ruby: Set angle to 90° and be exactly in line when you turn. Shoot the satellite and it will retaliate and start shooting back. Shoot it again to stop it.
Drilling co-ords: X-3746, Y-2550, facing east.

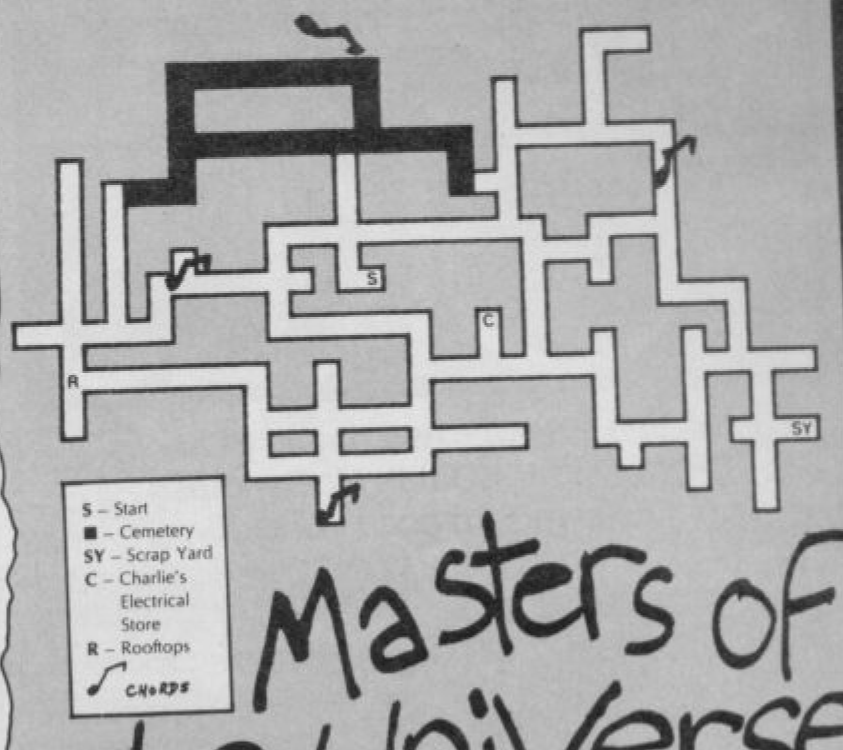
Aquamarine: Shoot the left hanger to get to the reconnaissance jet. In the jet fly to Amethyst and land on the slab situated at the top of the pole. Fly back to Aquamarine and go into the hanger and rise up under the excavation probe to transfer again. (Note: to get into the jet, go into the hanger, go under the jet and rise. You'll know when you're in it.)
Drilling co-ords: X-5102, Y-2896, facing south.

Beryl: Shoot all the wires on the pylon to disable the vicious downward pointing laser beacon. Inside the room, on the north wall, there are three symbols. Shoot one and it changes shape. To open the north door set all the symbols to triangles. To open the west door set all the symbols to hexagons. If you find the door has disappeared, shoot the wall.
Drilling co-ords: X-7104, Y-3512, facing north.

Topaz: Stand on the small platform on the east side of the wall, and shoot one of the switches to make the lift rise. Once the lift has risen, do not move forward. Turn until you find the door and move into the complex. Shoot the east block five times to make any energy crystal appear. Behind this block is a hidden tunnel, which you go down to find a door. Inside the tunnel go forward to gain access to the complex in Amethyst. Shoot the blocks in order from right to left to materialise the teleporters.
Drilling co-ords: X-3077, Y-1310, facing south.

Niccolite: Shoot the switch on the wall (in conjunction with the ones in Alabaster, Quartz and Opal), to gain access to the Light Side. To get through the mine field with minimum damage move fast, close to one of the large blocks.
Drilling co-ords: see manual page 25 for co-ords and direction.

Hold it! That's all for now. Tune in next month for the second part. What do you mean, as long as I remember to print it? The very idea. Humph.



Masters of The Universe

• Not much of a map, but a handy guide to the locations of the musical notes on the street plan level of *Masters*. Fanx go out to **P Goulding** and his brother **Ian**, who did most of the groundwork. You have the power!

Bubble Bobble

• Look you lot, I flippin' like this game even if you don't. But if you do, here's a sneaky tip for it from **Dave Wilkins. 'I've got a brill tip for *Bubble Bobble*. When you pick up the umbrella, push the joystick right and keep it like that, and you should jump several levels.'** Cor! Fanx, mate. Now I can bobble to my heart's content. Cheers ears, and nice pair they are too — one on either side.

Yes indeed, ladies and gentlemen . . .



PRACTICAL POKES

One, two... two!? Two pages of hacks POKEs and... David McCandless Aaargghhh! I can't take it!

At last! My rampant megalomania has been sated. No! I hear you cry! Yes! I hear myself answer. *Practical Pokes* has now been elongated to two pages. Yeeaaahhhh! Two pages means more space, and more space means more hacks, cracks and POKEs, and more of them means more joyous, ecstatic readers — well slightly more jubilant than normal readers at least.

But enough of this cheery banter and on with the show...

FIREBIRDS

Yes, again, I am proud to present yet another *Firebird* multi-hack system. Hurrraahhh! This time it's solely **Jon North**'s brainchild, with a few additions from **Graham Mason.** But at least he asked if he could use them, not like another magazine's hacker I could mention, hey Mr. Singh? To use it simply add the appropriate data-line for the game you want to play.

```
   REM FIREBIRD by Jon North
 10 LET t=0
 20 FOR f=32768 TO 32876
 30 READ a: POKE f,a
 40 LET t=t+(f-32758)*a: NEXT
f
 50 IF t-679460 THEN  STOP
 60 FOR f=32877 TO 1e9: READ a
 70 IF a>256 THEN  GO TO 100
 80 POKE f,a
 90 LET t=t+(f-32867)*a: NEXT
f
100 IF t-a THEN  STOP
110 LOAD ""CODE : RUN USR 3283
0
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,191
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

BLACK LAMP

```
 340 REM Infinite Lives by GRAH
AM MASON
 350 DATA 96,7,207,57,175,50,106
,128,195,00,128
```

BRAINSTORM

```
 340 REM All complete screen by
 Jon North
 350 DATA 91,8,169,1,121,175,50
,77,144,195,0,128,697912
```

CROSSWIZE

```
 340 REM Immortality by Jon Nor
th and DM
 350 DATA 252,9,175,57,195,62,1
75,50,56,132,195,0,91,701640
```

EARTHLIGHT

```
 102 POKE 32885,195: REM Infini
te Lives
 104 POKE 32888,200: REM Infini
te Fuel
 106 POKE 32891,201: REM Infini
te Ammo
 340 REM HACK by Jon North
 350 DATA 93,15,172,157,95,175,
50,106,0,50,84,0,50,162,0,195,0,
96,706140
```

GOTHIK

```
 340 REM Infinite lives+bonus w
eapons by Graham Mason
 350 DATA 91,13,172,25,117,0,175
,33,97,161,119,35.119,195,0,160
```

MAGNETRON

```
 340 REM Reincarnate Lose Energy
 But Keep Weapons Etc by GRAHAM
MASON
 350 DATA 91,16,172,145,97,62,23
5,50,175,166,62,160,50,176,166,1
95,0,160
```

NINJA SCOOTER

```
 340 REM Infinite time by Jon N
orth
 350 DATA 91,13,174,41,156,175,
50,72,176,62,201,50,40,179,195,0
,160,713428
```

THE PLOT

```
 105 POKE 32885,175: REM Infini
te energy
 106 POKE 32888,183: REM Infini
te lives
 340 REM By Jon North
 350 DATA 91,11,222,57,195,175,
50,114,0,50,252,3,195,0,255,7083
09
```

TIME FLIES

```
 340 REM Immortality by Jon Nor
th
 350 DATA 91,8,163,57,195,175,5
0,41,137,195,91,156,701274
```

ZOLYX

```
 105 POKE 32885,197: REM infini
te time
 106 POKE 32888,198: REM Infini
te lives
 340 REM Infinite time+lives by
 Jon North
 350 DATA 91,11,181,233,124,175
,50,44,0,50,112,0,195,0,176,7033
05
```

MASK 3

That devilishly devious dude **Graham Mason** — this time on his own — has hacked this Gremlin goodie, and as normal I have jammed my oar in and added a few POKEs of my own. Simply follow the *Crash Preventor* to get it to work, and delete any feature you don't want.

```
   1 REM  Mask 3 By G.Mason
         Infinite Energy
   2 POKE 23693,0: POKE 23624,0:
 CLEAR 24570: LOAD ""CODE : POKE
 65413,62: POKE 65414,24: POKE 6
5415,50: POKE 65416,38: POKE 654
17,204: POKE 65418,195: POKE 654
19,0: POKE 65420,145
```

GEE-BEE AIR RALLY

Graham Mason once more, making a bid to over-take **Jon North** in the prolific stakes, with his hack for this Activision sim. I think we'll be seeing quite a lot of both of them in the next few months. Watch this space...

```
   1 REM Infinite Time For Gee B
ee Air Rally By G.Mason [Turbo]
   2 REM  Always Qualify
  10 INK 7: PAPER 7: CLEAR 65535
: LOAD ""CODE : POKE 62492,91: L
OAD ""SCREEN$
  20 FOR a=23296 TO 65535: READ
c
  30 IF c=999 THEN  GO TO USR 62
464
  50 POKE a,c: NEXT a
  60 DATA 175,33,186,161,119,35,
119,35,119,195,0,128,999
```

SOFTLOCK

Remember that old loading system Firebird used to use? Yep? Nope? Don't care? Well **Jon North** seems to have it in for every Firebird loader that exists. No exception for this one either — he's reduced it to numerical rubble. So go and dig out your oldies. And remember to bolt on the relevant data for the game.

```
  10 REM Softlock HACK by J.Nor
th
  20 CLEAR 29999: LET t=0
  30 FOR f=3e4 TO 30155
  40 READ a: POKE f,a
  50 LET t=t+(f-29990)*a: NEXT
f
  60 IF t<>1392299 THEN  STOP
  70 FOR f=f TO 1e9: READ a
  80 IF a>256 THEN  GO TO 110
  90 POKE f,a
 100 LET t=t+(f-30146)*a: NEXT
f
 110 IF t<>a THEN  STOP
 120 RANDOMIZE USR 3e4
 130 DATA 58,206,117,50,179
 140 DATA 117,50,191,117,221
 150 DATA 33,203,92,237,91
 160 DATA 204,117,22,1,62
 170 DATA 255,55,205,86,5
 180 DATA 48,238,42,205,117
 190 DATA 38,93,34,75,92
 200 DATA 1,33,0,9,17
```

MULTIFACE CORNER

No longer just a corner, more a Multiface chunk, or a Multiface lump. Anyway, before I become more graphic, let me introduce you to this month's Multifacers — **Mr D McKie, Eric Cedergren, A. Browne, Dean Ashton, Laurent Froggy Boy, Jon "Zapper" Rose, Manuel Rodgrigez, Richard Corbett, Graham Mason,** and **Jon North.**

Game	POKE	Effect
ARKANOID II	37483,0	lives
	40413,1	two bats
	40413,4	catch
	40413,32	laser
	40414,1	next screen
	40415,64	power ball
	33423,0:33429,0	no moving bricks
	40443,n	n=no. of bricks
ARKANOID II 128K	37586,0	lives
BRAVESTARR	51803,24:51804,18	time
CRAZY CARS	29403,0	time
DEMON'S REVENGE	30699,17	energy
DENIZEN	58594,0:56506,205	torch
	61226,0	bullets
	56355,0:60614,0:64053,0	energy
	60822,0:60823,0:60824,0	door passes
	61107,0:61108,0:61109,0	
DRUID II	34639,24	no nasties
EARTHLIGHT	50062,0	lives
	51284,0	fuel
	531543,0	ammo
FIREFLY	44998,n	n=lives
	43670,201	teleport
GUTZ	38915,62	lives
KARNOV	32968,0	keep weapons
	24952,2	max. firepower
	24938,31:24949,15	have all icons
MERLIN	36561,1:36599,1	lives
RASTAN	39895,0	energy
	40269,5	lives
	40790,0	megajumps!
RASTAN 128K	39710,0	energy
	40084,62	lives
	39393,0	icons
	40605,0	lives
SABOTAGE	43396,255	lives
SAM FOX STRIP POKER	23408,6	fnar! etc
SIDEARMS	39511,24	immunity
TARGET RENEGADE	63797,n	player 2 lives
	63760,n	time (mins)
THING BOUNCES BACK	63852,107	oil
	63853,175	lives
	63855,145:63856,176	quits
	63858,32:63859,178	no doors.
	63861,205:63862,177	no laser
XARAX	41352,0	lives
ZOLYX	50476,0	time
	50800,0	lives

```
210  DATA 0,70,1,28,0
220  DATA 237,176,235,54,32
230  DATA 35,54,237,35,54
240  DATA 201,33,70,202,237
250  DATA 75,75,92,205,0
260  DATA 70,42,75,92,1
270  DATA 125,0,9,54,201
280  DATA 14,55,237,66,17
290  DATA 132,117,213,233,33
300  DATA 171,117,213,17,175
310  DATA 255,1,100,0,213
320  DATA 237,176,209,33,88
330  DATA 255,54,205,35,115
340  DATA 35,114,209,49,0
350  DATA 0,195,0,255,1
360  DATA 96,54,82,50,17
370  DATA 14,12,24,245,221
380  DATA 124,254,255,40,10
390  DATA 58,0,91,254,33
400  DATA 40,5,221,117,0
410  DATA 241,201,17,0,91
420  DATA 33,211,255,1,30
430  DATA 0,237,176,195,0,91
```

THUNDERBIRDS

```
 112  POKE 30162,218: REM No wei
ght limit
 114  POKE 30165,230: REM Infini
te Lives
 116  POKE 30168,230: REM Infini
te fuel
 440  REM THUNDERBIRDS hack by J
on North
 450  DATA 98,114,65,175,50,177,
0,50,47,0,50,215,0,201,1412777
```

HACK OF THE MONTH

SPEEDLOCK 4

They say that you can't tie a good hacker down, and I have a feeling that even if you manacled **Jon North** and **Graham Mason** to the floor, blindfolded and gagged them, they'd still find a way to crack the latest Speedlock system. And seventy nine decrypters later, they've done it! Bolt on the appropriate data as line 520 of the master program.

```
  5  REM Speedlock 4 by Jon Nor
th and Graham Mason
 10  CLEAR : LET t=0
 20  FOR f=23296 TO 23487
 30  READ a: POKE f,a
 40  LET t=t+(f-23286)*a: NEXT
f
 50  IF t<>2260540 THEN  STOP
 60  FOR f=f TO 1e9: READ a
 70  IF a>255 THEN  GO TO 100
 80  POKE f,a
 90  LET t=t+(f-23478)*a: NEXT
f
100  IF t<>a THEN  STOP
110  PRINT "Type CONTINUE"
120  STOP : RUN USR 23296
130  DATA 221,42,192,91,237
140  DATA 91,194,91,62,255
150  DATA 55,205,88,5,48
160  DATA 240,243,33,201,91
170  DATA 17,106,89,1,3
180  DATA 0,237,176,237,75
190  DATA 197,91,14,0,237
200  DATA 67,109,76,237,75
210  DATA 198,91,253,42,196
220  DATA 91,14,0,237,67
230  DATA 111,76,253,78,0
240  DATA 6,0,42,106,89
250  DATA 34,113,89,9,94
260  DATA 54,84,35,86,54
270  DATA 91,237,83,106,89
280  DATA 42,113,89,58,108
290  DATA 89,237,79,233,237
300  DATA 95,214,3,254,250
310  DATA 56,2,214,128,50
320  DATA 108,89,253,35,237
330  DATA 75,111,76,16,199
340  DATA 237,75,109,76,16
350  DATA 179,58,200,91,71
360  DATA 33,24,16,34,105
370  DATA 91,24,175,33,145
380  DATA 91,34,230,254,175
390  DATA 50,183,251,195,126
400  DATA 251,1,96,54,82
410  DATA 50,17,14,12,24
420  DATA 205,64,254,33,181
430  DATA 91,34,65,254,17
440  DATA 170,91,33,70,254
450  DATA 1,11,0,34,232
460  DATA 253,235,237,176,201
470  DATA 229,33,0,72,34
480  DATA 188,255,225,195,42
490  DATA 254,42,204,91,54
500  DATA 206,35,54,91,195
510  DATA 0,72
```

ARKANOID II

```
 520  REM Infinite Bats by Jon N
orth
 530  DATA 109,241,124,13,213,91
,6,11,9,205,241,42,20,91,175
 540  DATA 50,107,146,195,1,129,
31,15,20,29,29,15,43,43,31,43,31
,2316460
```

FIREFLY

```
 520  REM Infinite Lives by Jon
North
 530  DATA 240,240,249,13,213,91
,7,11,2,80,241,26,38,91,175
 540  DATA 50,144,177,195,0,235,
15,20,43,31,31,29,43,15,31,43,29
,2321703
```

TARGET RENEGADE

```
 520  REM Infinite lives by Jon
North
 530  DATA 233,240,0,14,221,91,6
,13,1,73,241,35,188,97,33,35
 540  DATA 34,34,157,246,33,53,2
49,34,159,246,195,128,158,31
 550  DATA 15,43,31,31,29,43,15,
31,29,43,20,29,2359836
```

CHIMERA

```
 112  POKE 30165,230: REM infini
te time
 114  POKE 30168,238: REM Infini
te food
 116  POKE 30171,237: POKE 30175
,239: REM Infinite water
 440  REM CHIMERA hack by Jon No
rth
 450  DATA 99,115,61,175,33,0,0,
50,238,0,34,32,0,50,241,0,34,156
,0,201,1422368
```

YETI

Right I'll give you three guesses as to who's hacked this game. **Jon North, Jon North,** or **Jon North?** Correct. **John North!** How did you guess? Twas a stab in the dark I suppose.

```
  5  REM Yeti HACK by Jon North
 10  CLEAR 24575: BORDER 0
 20  LET t=0: LOAD ""CODE 65088
 30  FOR f=65387 TO 65404
 40  READ a: POKE f,a
 50  LET t=t+(f-65377)*a: NEXT
f
 60  IF t<>32155 THEN  STOP
 70  POKE 65390,187: REM Infini
te Lives
 80  POKE 65393,219: REM Infini
te temperature
 90  POKE 65398,188: REM Infini
te grenades
100  POKE 65401,191: REM infini
te ammo
110  POKE 65092,24
120  RANDOMIZE USR 65088
130  DATA 175,55,22,0,50
140  DATA 96,0,62,24,50
150  DATA 183,0,50,169,0
160  DATA 195,252,183
```

SPEEDLOCK – THE SEQUEL

Wos dis? Am I seeing double? Haven't I just done this one? Nope, the program – again by the omnipresent **Jon North** – is for the even juicer *Speedlock 3* system. Use it in the same way as the other one.

```
  5 REM SPDLK 3 by JON NORTH
 10 CLEAR 45e3: LET t=0
 20 FOR f=3e4 TO 30139
 30 READ a: POKE f,a
 40 LET t=t+(f-29990)*a: NEXT f
 50 IF t<>1077568 THEN PRINT "E
RROR IN BIG BIT": STOP
 60 FOR f=f TO 1e9: READ a
 70 IF a>255 THEN GO TO 100
 80 POKE f,a
 90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN PRINT "ERROR I
N SMALL BIT": STOP
110 LOAD ""CODE : RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA-195,169,254,1.96
```

GRYZOR

```
400 REM Gryzor HACK
410 DATA 60,222,62,64,50,14,91
420 DATA 33,236,254,17,0,64,1
430 DATA 20,0,237,176,195,0,72
440 DATA 33,9,64,34,24,254,195
450 DATA 0,254,175,50,103,136
460 DATA 195,0,128,1180348
```

PSYCHO SOLDIER

```
 400 REM PSYCHO SOLDIER hack
 410 DATA 20,223,175,50,103,159,
50,187,156,195,0,72,1098802
```

DYNATRON MISSION

Yep, another budgie bites the dust. This month it's Mastertronic's *Dynatron Mission* that falls under my mighty hand (puff, puff, swell, swell!) Just MERGE the loader and POKE 41462,0 before the RANDOMIZE USR statement and you'll have infy lives.

THING/IKARI WARRIORS

Anthony Johnson is up 'n' coming in the race for abundancy in this column. His letter contained no less than five routines! Unfortunately I've only managed to squeeze in two of his fruitcakes this month – not that you're complaining.

```
 10  REM THING hack by Anthony
Johnson
 20  CLEAR 32745: LOAD ""CODE 6
5000
 30  POKE 65100,194: POKE 65092
,21
 40  RANDOMIZE USR 65000: POKE
65361,100
 50  FOR a=65384 TO 65393: READ
 b: POKE a,b: NEXT a
 60  DATA 175,50,231,117,50,85,
154,195,0,150
 80  RANDOMIZE USR 65324
```

```
 10  REM IKARI WARRIORS hack by
Antony Johnson
 20  CLEAR 63977: LOAD ""CODE
 30  POKE 65226,250
 40  FOR a=64000 TO 64015: READ
b: POKE a,b: NEXT a
 50  RANDOMIZE USR 64723
 60  DATA 62,50,50,127,144,50,1
65,147,62,50,50,6,147,195,0,91
```

CRASH PREVENTOR

Roll up! Roll up! Come an' get yer 'ack workin' 'ere! Just follow these simple steps:

If the pole is a basic listing–

1) Type in the hack program and double check that data;
2) Save it onto tape for later use;
3) Rewind your game tape to the start;
4) Run the hack program;
5) Play the rewound game tape;
6) Give those aliens one from me, okay?

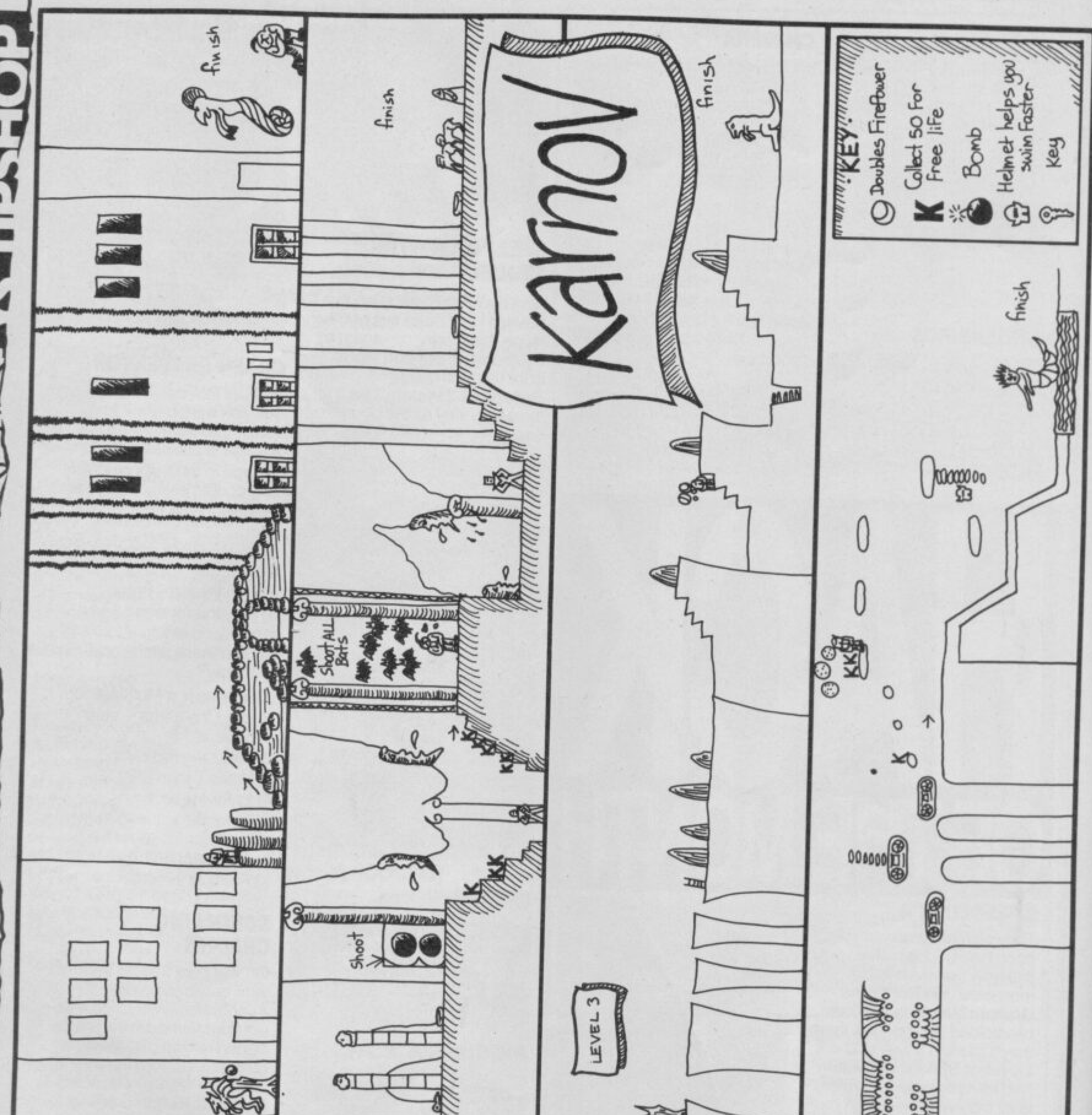
If the poke is a Multiface job:

1) Load the game – very important;
2) Press the red button;
3) Press T then SPACE;
4) Enter the address;
5) Enter the value for that address;
6) Press ENTER;
7) Press Q then R.

SCROLLING CREDITS

Oh you poor things! Sent in your hacks too late? Aaahhhhhh. Well at least you got your names in the mag: **John Weldon** (no, medium rare please), **Tom Ireland, The Team, K. Wenn** (now! now!), **P. Cadman, Rutger Geeling, Anthony Wright, Lee Goble, S. Toop** (to an all time low), **Mark Kitson, Robert Morris, Jonathan Dobson, Richard Kalton, C. Shepard, S. Rennett,** and **Neil Hopkinson.** And I didn't make a single one of them up!

That's it my freunds (and freudins), until next month. Keep sending those hacks and Multiface POKEs in. All those printed will receive a badge and Hacker Of The Month receives a new game! Also, if you've any ideas for the column then let me know by writing to, David McCandless, Practical POKEs, *YS*, 14 Rathbone Place, London, W1P 1DE. See you all at the PCW! Byeeeeeee!



● To go with the tips for each level we got last month, here's a super map of the fire-breathing Russian classic, *Karnov*, drawn by wacky **Paul Wilde**. He says **'Some of these maps display the whole level, and some describe the best route.'** Fanx, Paul, and even you should watch out for the super duper cheat for *Karnov* next month. It's amaz-a-vitch!

● So that's it. Parting is such sweet sorrow, so just bog off, and let's have no snivelling back there. Snf snf!
Send your tips to Snouty, *YS Tipshop*, 14 Rathbone Place, London W1P 1DE. And don't forget, every one printed gets a specially minted 'I've Got Big Tips' badge. Alas, poor Snooty. Bye y'all.

STREET LIFE

What? Trouser press? Aardvark? Nincompoop? What do you mean these words are henceforth banned in *Street Life* intros? How are we going to introduce all the flippin' charts then if we can't say Branston Pickle? Or pinkelpauser? Or sturgeon? Or milk float? And can we fit another question mark into this intro? (*Yes? Ed*)

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(1)	***Target Renegade***/Imagine
2	NE	***Football Manager 2***/Addictive
3	(4)	***We Are The Champions***/Ocean
4	(2)	***Out Run***/Sega-US Gold
5	(3)	***Buggy Boy***/Elite
6	(5)	***Six Pak 3***/Hit Pak
7	RE	***10 Great Games 2***/Gremlin Graphics
8	(9)	***Konami's Arcade Collection***/Imagine
9	(6)	***Match Day II***/Ocean
10	(8)	***Earthlight***/Firebird

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(4)	*Steve Davis Snooker*/Blue Ribbon
2	(5)	*Ace*/Cascade
3	(1)	*Yogi Bear*/Alternative
4	(2)	*Ghostbusters*/Mastertronic
5	NE	*Bruce Lee*/Americana
6	NE	*Popeye*/Alternative
7	NE	*Rally Driver*/Alternative
8	(3)	*Way Of The Exploding Fist*/Mastertronic
9	NE	*Sword Slayer*/Players
10	NE	*Shanghai Karate*/Players

TOP TEN WORDS THAT ARE MOST OFTEN MISSPELLED (LISTED PHONETICALLY)

1. May-uh-naze
2. Sooper-seed
3. Lick-wiff-eye
4. Mock-uh-sun
5. Dessuh-kate
6. Im-poh-sster
7. Ah-kom-ah-date
8. Re-suss-ah-tate
9. Puh-vill-yun
10. In-ock-uh-late

So how many can you get right? Turn to page 109 for the answer. Thanks to our Oldham lexicographer, **Peter Young**, for that one.

Top Five 'Neighbours' Catchphrases

1. Rack Off!
2. G'Day, sport!
3. No worries!
4. Fair Go!
5. Don't be a dag!

Chart compiled by **Hitul Thobanu**, Leicester.



This month's gaseous glass envelope of joy comes from **Niall Mitchell** of Ross-shire.

Q: How many yuppies does it take to change a lightbulb?

A: Two, one to change the bulb, and one to get the house revalued.

The Revenger!!!

● The perfect thing for taking out all your petty niggling frustrations. The Revenger is one of those imported pieces of American junk which would ordinarily be totally uselesss... except for the fact that it's totally BRILLIANT! It's a tricky little black box which you fix to the dashboard of your car, bike, desk, briefcase, bed, and when life's little jests get on your nerves, just prang one of the little buttons on the front of your Revenger, and hit your enemies with the Death Ray (EoEoEoEoEo!), Machine Gun (AckAckAckAck!), or the office fave, Grenade Launcher (eeeeEEEEE-EEOOOOOooooooo.... BABOOOOOMM!). The noises are brill, and really do make you feel better. So, like it says on the box, "Don't Get Mad Get Even!"

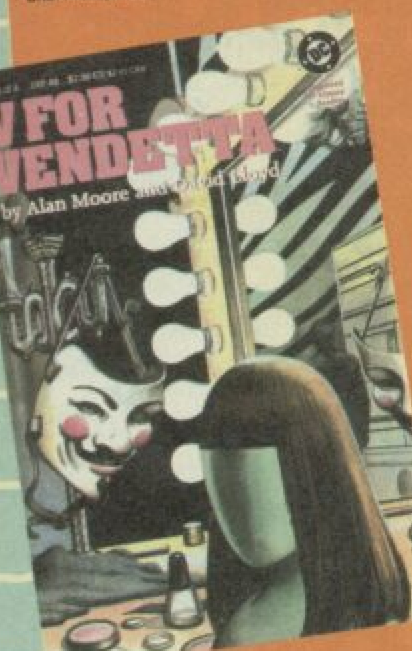
(The Revenger is £9.99 and although we got ours from Virgin Games, you should be able to get yours from most big game and toy outlets.)



COMICS

1. *V For Vendetta* (DC) Alan Moore, David Lloyd
2. *Marvel Comics Presents* (Marvel)
3. *Excalibur* (Marvel) Chris Claremont, Alan Davis
4. *Marshal Law* (Epic) Pat Mills, Kevin O'Neill
5. *Nick Fury: Agent Of SHIELD* (Marvel)
6. *Aliens* (Dark Horse) Mark Verheiden, Mark A Nelson
7. *Black Kiss* (Vortex) Howard Chaykin
8. *Amazing Spider-Man* (Marvel) Todd McFarlane
9. *X-Men* (Marvel)
10. *Hulk* (Marvel) Peter David, Jeff Purves

Chart compiled by **Chris Campion** at Virgin Comics.



● A lively chart this month, with Alan Moore's *V For Vendetta* smashing everything else to tiny shreds, and quite right too. Alan Moore has really carved a place for himself in comix history, hasn't he? Lordy, I recall when he was but a *2000AD* scribbler churning out the pulpy pages. Still, not to knock the guy; he's done a HELL of a lot for the promotion of comix as art, and that can only be applauded. I really don't mind the fact that he's got a stack of luncheon vouchers THIS HIGH! Sniff. *V For Vendetta* is another scary story based in the London of the near future. It's a weird place, a bit like a wartime Germany, with macabre 'Resettlement Camps' and fascist secret police. V is a strange joker-masked vigilante figure, who is going around London killing off wrongdoers. He's a sort of Guy Fawkes clone, and his first act is to rescue an amateur hooker, and blow up the Houses of Parliament! The police are close behind him, but he's clever and always manages to escape. *V For Vendetta* is berilliant, and you'd better get hold of it, 'cos it's only running for 10 episodes Don't worry too much if you miss it all though, 'cos any bets they'll bring out a trade paperback of all of them. Get it or regret it, suckers.

Marshal Law is still great stuff, and why not? Pat Mills, another ex-patriot *2000ADer*, is not a bad writer, and as for O'Neill's artwork, WELL! What is he ON? These stories about crazed super-heroes ripping the giblets out of each other really make me laugh, but then I'm that kind of guy. (Hey, dude!) Another charty notable, *X-Men*, is perking up a bit now, having gotten over a very rubbishy patch when they were 'dead'. Chris Claremont must have gone on holiday and come back refreshed, 'cos this is like a breath of fresh mutant air. Check 'em out, thrill seekers.

Phil South, Comix Ed

RACHAEL SMITH'S VIDEO VAULT

First of this month's tips is CIC's **North Shore** (PG), awash with blond boys — which makes it a natch for me! Seriously, surf gear is in this summer, even though the only way to get a wave on the Thames is if everyone in London flushes their toilets simultaneously! So here's a chance to see what the sport is really about.

Set on the Oahu north shore of Hawaii, where you find the biggest swells, it features some of the world's top surfers, which means that the performances aren't always Olivier but the action is enough to have you hanging ten on the edge of the sofa — and that's what really counts. Surf down to your local video store and hire this one. Banzai!

If you prefer to purchase, then seek out the latest Anderson releases from FAB Channel 5. The **Stingray** series has now reached volume eight, which contains one hundred minutes of aquatic adventures (no surfers though), as Troy and the crew go into action. My fave is *Pink Ice*, in which the world's oceans are covered in the rose tinted shivery stuff. Sounds ideal for pink gin drinkers to me!

The **Thunderbirds** tape features two adventures, totalling 96 minutes of cliff-edge suspense as the wooden heads of International Rescue score a hit at the *Edge Of Impact* and make a note in their diaries of the *Day Of Disaster*. Each tape costs less than a crisp tenner, which can't be bad value.

Puppets are one thing, but if you really want to see stiff acting, hire Warner's **Tough Guys Don't Dance** (18). It's not often you can recommend a truly awful movie but this one falls over its feet to succeed. The script makes *Dynasty* look subtle and is full of classic lines like (after a fight): 'Your knife's in my dog.' 'Yeah man, but it's nothing personal.'

I'd love to tell you the plot but I've watched this turkey twice and I still can't make sense of it. Suffice to say it concerns a crazed Vietnam Vet who's a chief of police; an amnesiac with a headless corpse in the cellar; and a rich boy who's slumming it with drug dealers. Genuinely the most hysterically funny vid of the moment!

BEETLEJUICE (15)

Michael Keaton, Alec Baldwin, Geena Davis

Do you like stories of the supernatural? Poltergeists, possession and things that go BUMP (bet that scared you) in the night! Or do you find them all a bit one-sided? Well, here's a film which tells it from the ghosts' point of view!

Nice young couple Adam and Barbara have a problem. They're dead! Actually they have a whole host of problems in the shape of a crowd of foul New Yorkers who buy up their beautiful country house and turn it into a trendies' retreat. But worst of all for our novice ghosts is that they're not experienced enough to put on a good scary show.

Which is why they call on Betelgeuse, a freelance bio-exorcist who guarantees to scare them out of the house! But Betelgeuse is really Bad! He makes Wacko Jacko look mildly naughty. Who else could watch *The Exorcist* and think it was a comedy? All of which leave Adam and Babs wondering if the cure isn't worse than the curse.



But Betelgeuse isn't that easy to dispose of and he wreaks havoc with hilarious — and tasteless — results. You've seen possession before — but have you ever seen its victims forced to sing cruddy fifties hits at the dinner table while being grabbed by their king prawn cocktails?

Beetlejuice is the most imaginative comedy of the year with great, grotesque effects. So let the ghost with the most grab you by the ghoulies and take a wild walk on the other side!

Top Ten Emlyn Hughes Expressions



1. Eeeeeeeeeeeeeeeeeeee!
2. Hehehehehehehehe!
3. Ah know it! Ah know it!
4. Yeeeeeeeeeeeeeeee!
5. Waaaaaaaaaaaaaaa!
6. Ah know it! Ah know it!
7. Shhshshhssshhhssh!
8. Ooooooooooooooooooo!
9. Oh, David, no no no no no no
10. Ah cancancancancancan! Can ah?

Chart compiled by **Gavin Osborne**, Portsmouth.

ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	*Time And Magic*/Level 9
2	(4)	*Smashed*/Alternative
3	NE	*Play It Again, Sam*/Mastertronic
4	(1)	*Cricket Crazy*/Alternative
5	RE	*Rigel's Revenge*/Bulldog

Chart compiled by **Roger Hulley** of R&R Distribution


Move over BROTHERS!!! Make way for ...
The Great Giana Sisters™
I'M COOL
Where one famous double act stopped short, another begins, Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantilising terrors of a couple of wild cats.
"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."
Zzap Gold Medal.
"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."
C + VG.
Screen shots from Amiga version.
A TERRIBLE TWOSOME WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND
CBM 64/128 – £9.99t, £11.99d
Amstrad – £9.99t, £14.99d
Spectrum – £8.99t, +3 £11.99d
Atari ST – £19.99d
Amiga – £24.99d
Rainbow Arts
GO! Media Holdings Ltd., a division of U.S. Gold Ltd.
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388



MONSTER MASH!

Win A Video Nasty!!!*



***Well it's rather nice actually 'cos it's a Hi-Tech Tashiko Video Recorder. Plus there're 25 copies of *Barbarian II* up for grabs for the runners up!**

Whew! It's hot work being a barbarian y'know. Running around, axe in hand, slashing and hacking at every monstrous creature in sight. (*Even if it is only Phil! Ed*) And it's not much easier playing Palace Software's new hack 'n' slash game, *Barbarian II* either. Chasing around four levels in search of the evil Drax and his guardian monster, and fighting off every foul monster you meet on the way, is just a trifle tiring. (But have a look at the last ish to find out more).

What better way to unwind after a hard days barbary then, than to sit down and watch your favourite video on your own personal video player. What, you haven't got a video? Well we've got a mean looking, front loading, button pushing, remote controlled Tashiko video player and recorder to be won in this monstrous compo of ours. As well as 25 gruesome copies of *Barbarian II* for the runners up. Wanna know how to win? Read on then, monster mush.

Rules

- Ogres 'n' barbarians employed by Dennis Publishing and Palace Software may not enter this compo unless they want their heads hacked off.
- Make sure you get your entries in by September 30th as all late entries will be monster mashed.
- There'll be no arguing with the great She Devil herself, cos her decision is final, no messing!

How To Win

All you've got to do is design the meanest, ugliest, most gruesome, ghastly looking monster you can imagine. (Monsters looking even vaguely like our esteemed editoress will not be eligible!) It can be as evil looking as you like. Just make sure it fits onto a plain A4 sheet of paper and has your name, age and address written clearly on the back. Oh and your pic can be full colour or black and white just as long as it's clear. All your gruesome graphics will then be judged by Palace's own graphics guy, Steve Brown, who'll be looking for originality and creativity. What's more the winner won't only get a fabulous video recorder but his/her hideous creature will star in *Barbarian III*. Blimey! So what are you waiting for? Get drawing blood!

So get scribbling monster makers, and when you've finished, fill in the coupon with your name and address and send your entries to the I Know I Look Like A Horrifyingly Hideous Barbaric Monster But Inside I'm Just A Cutie Really Compo, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

Name .... Age ....

Address ....

....

.... Postcode ....

Come on down! The Pryce is right! (*Groan — Ed*) Once again *Nat Pryce* singlehandedly guides us through the treacherous world of the budget game.

BARGAIN BASEMENT

BATTLESHIPS
Encore/£1.99

A game with a strange history, this. It was almost released some time ago and a lot of people thought it was extremely good, but eventually it was given the big E 'cos one mag thought it wasn't up to scratch. So I was quite intrigued to find out how good it actually was.

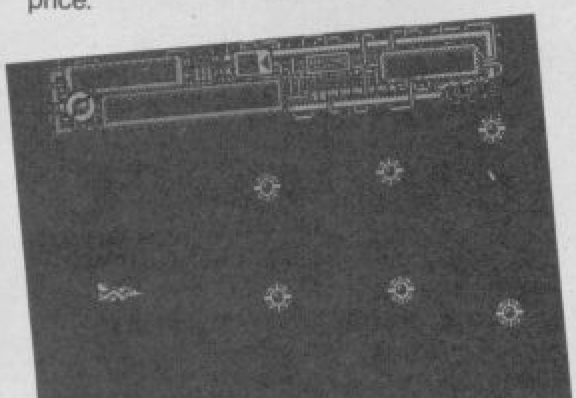


Battleships is a computerised version of that old pencil and paper game with added features: animated battle scenes, sound FX, salvo fire, (where you can fire four shots per remaining ship), and different ship shapes (but similar Bristol fashions). Sounds okay? Well, it certainly would be, me hearties, but for the rather gormless computer player. Its strategies are dim-witted and it misses obvious targets all the time. The game is better with two players (isn't everything?) but aren't pencils and paper a lot cheaper?

TANIUM
Players/£1.99

The enemy (aliens as usual, I s'pose) have captured Tanium, the second most strategically important planet this side of the 'Sanvolgrani Rift'. You must fly your 'Quariad' class stealth fighter over the planet destroying as many enemy ships as possible. Now that's what I call a good mission — nice and simple.

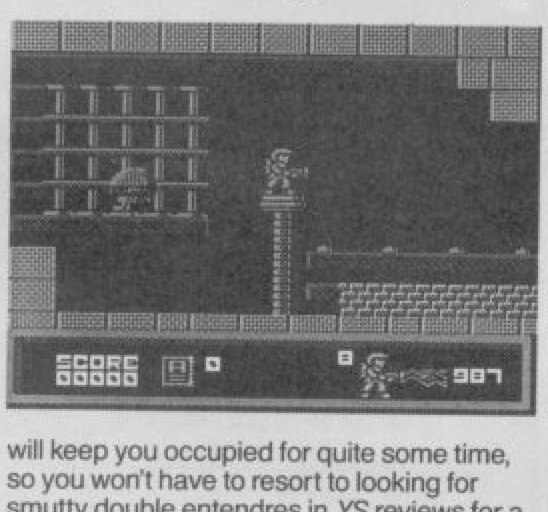
As sideways scrollers go, *Tanium* is rather bland. 'Sticky' controls and slow movement spoil the flow of what should be a fast and frantic blaster and the add-on weapons seem to have no effect and aren't explained anywhere in the instructions. My verdict? Not very playable or addictive and not particularly good value, even at this low price.



METAL ARMY
Players/£1.99

Yet another gang of inter-galactic master criminals has planted a bomb in a nuclear power station; this time the criminals are General Ironside and his Metal Army and the power station is in Slough. An attempt at being witty there, I think; I suppose they're half-way there!

Anyway, what it all boils down to is a pretty big (from what I've been able to explore), very hard platform/maze/shoot 'em up in the best budget tradition. Though there are scores of games like this around, very few do it better than *Metal Army* (Koo-er! eh?). This



will keep you occupied for quite some time, so you won't have to resort to looking for smutty double entendres in *YS* reviews for a while.

OCTAN
Silverbird/£1.99

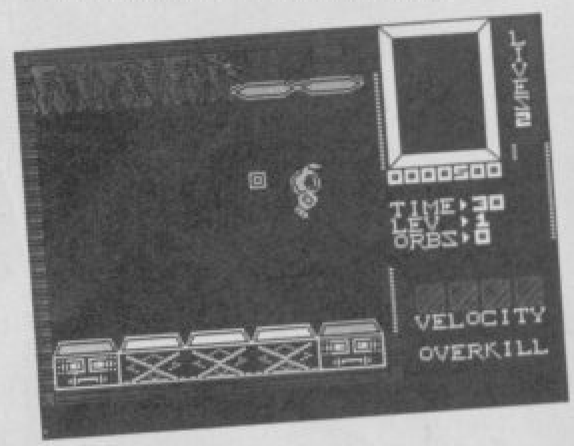
The last demon of Octan, an 'orrible place that's even grottier than Bristol Parkway Station, is giving you a lot of trouble, so you've decided to teach him a lesson he won't forget in a hurry using, as usual (yawn), a huge ship armed to the teeth, or jet intakes rather, with lasers, missiles, shields, nuke blasts and shock waves.

You've probably guessed by now that *Octan* is yet another vertically scrolling monochrome blaster, of the build-up-your-weaponry sort. Surprisingly enough (it surprised me anyway) *Octan* is great fun. The scrolling, graphics, sound, kiddy FX (very important, those) playability and addictiveness are all top notch and the game is very difficult, and tantalisingly frustrating at the same time. It's great fun, and if it was just a teensy bit (a lot actually) more original it would certainly get an eight. As it is, I think it deserves a large, spiky seven.

OVERKILL
Atlantis/£1.99

Two days ago the Treaty of Quanton was signed (not really, this is the plot, numbskull) and all land based nukes were dismantled. Now the dreaded moon citadels are being shut down; but, and there's always a but in these games, the most powerful citadel, Galileo, decided that it didn't want to be shut down. Instead it activated its auto-defence system. Only you can shut down Galileo and save the galaxy, intelligent life, civilisation as we know it and Wimpy restaurants. It's all in your hands...

As usual the game is as naff as the plot: you control a little spaceman with a big helmet and must bounce him around five flick-screen levels, bumping into teleport bubbles (!) and destroying Nuclear Towers, while avoiding the deadly UDG aliens and collecting the flashing-square-thingies. There just isn't enough action to make the game in any way gripping, and interest wanes after about five minutes play.

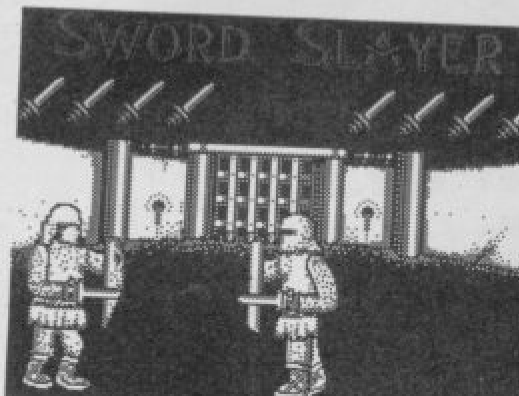


SWORD SLAYER
Players/£1.99

You play Spartacus The Sword Slayer in this epic tale of death and honour, (which actually looks like a cut price *Barbarian*) and thus find yourself rampaging through the streets killing anyone who stands in your way (very honourable, I'm sure). As usual in this kind of game, you start on one side of the screen, waddle forward to meet your opponent who starts on the other side of the screen, and hack him to death, without dying yourself, of course.

If games of this kind are well done, they can be very addictive (look at *Barbarian* for instance) but unfortunately, games of that





calibre are rare (even though they're well done, if you get my meaning). *Sword Slayer* isn't one of them games 'cos it's simply not very good. It's presented very nicely, but the difficulty is virtually non-existent for a good part of the game until suddenly you keep dying, and must work your way through the first five or so opponents until you can try again — most annoying.

I can't think of many games of this type which are actually better than *Sword Slayer*, but then that's hardly saying much is it?

ON THE BENCH

Cult/£1.99

There have been soccer management games around ever since the Speccy was just a flicker in Uncle Clive's fevered imagination, and they've all sold squillions of copies ever since. Now Cult has brought out *On The Bench* in the hope that people will not be put off by the dire title and actually buy the game.

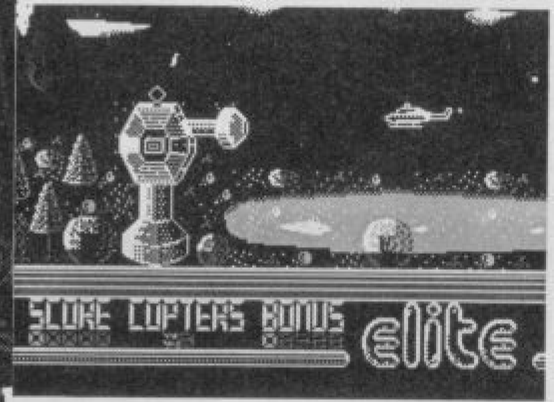
On The Bench is absolutely packed with features — crowd violence, police bills, tea profit, weeks out — the list takes up almost the whole cassette inlay, to the detriment of any useful instructions unfortunately. In fact the list is so long it's almost impossible to decipher the vast quantities of numbers and statistics which flood out all over the screen.

I must admit that I'm not a great expert on footie management games — this is the first I've ever played seriously — so I can't compare *On The Bench* with any others on the market, but I can say that I enjoyed playing it quite a lot. If you've already got a similar game then try before you buy (yuk, wot a cliché) otherwise *OTB* is a good game of this type at budget price so why not give it a go?

AIRWOLF

Encore/£1.99

Lordy be! I remember when this first came out. At the time there was a bit of a fuss 'cos one magazine gave it a smashing review while virtually everyone else thought it was pretty naff. *Airwolf* isn't actually all that bad though.



You must pilot the famous billion-dollar helicopter into the cavernous base of some terrorist organisation and airlift kidnapped scientists to safety, avoiding self building walls, death rays, cannons and other assorted hazards, without crashing into the walls or smashing your rotor blades to pieces on the roof.

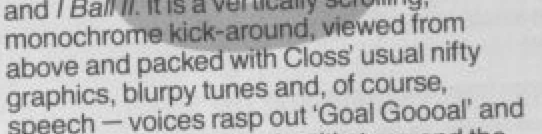
The whole game isn't particularly large but, boy, is it tough. At budget price this certainly isn't a bad purchase, but there are better games around.

EUROPEAN FIVE-A-SIDE FOOTBALL

Silverbird/£1.99

Twenty-one nil! Now that's what I call a good result; a score even Stefan Edberg would be proud of, if, of course, he didn't play tennis. And purely by coincidence, twenty-one nil is one of my best scores in *Five-A-Side Footy*. Not bad, eh?

To get back from all that self indulgent boasting and into the review. *FASF* (as I'll call it from now on), is the latest game-ette from the frantic fingers of Timothy Closs, author of those slices of software succulence, *I Ball* and *I Ball II*. It is a vertically scrolling, monochrome kick-around, viewed from above and packed with Closs' usual nifty graphics, blurpy tunes and, of course, speech — voices rasp out 'Goal Goooal' and 'Go For It' during both the title tune and the game.



All this would be hunky dory if it wasn't for the difficulty factor, or rather lack of one (to use an ancient reviewer's cliché). I'm sure you thought my phenomenal score was simply due to my natural talent and high games playing skill; but it isn't! No, in fact *FASF* is ludicrously easy. So easy that, after about three goes, you'll become completely bored with the game and may have to resort to *Neighbours* instead. You have been warned....

KEMSHU

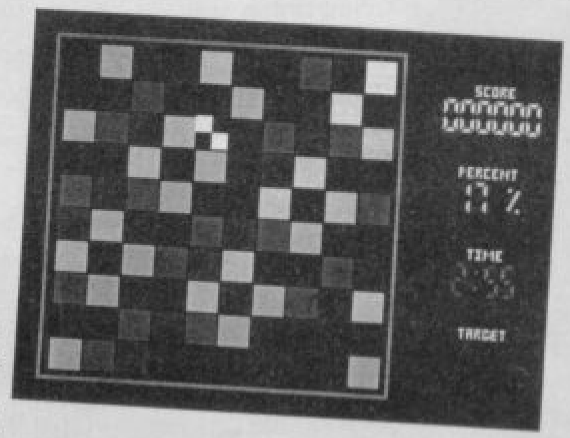
Cult/£1.99

Kemshu gave me a few problems at first: how could I start the review when there was no plot or even decent instructions to quote/make fun of!? Well, I've decided not to do any quoting but just to... explain the game! (Cripes, I sound like an early-evening game-show host).

You start off with a screen full of differently coloured tiles which you must surround with squares of a target colour. This is achieved by 'sliding' the columns and rows of tiles until an incorrectly coloured square is surrounded by squares of the target colour. This then turns into a correctly coloured square with a sort of 'crunch' noise. Turn the whole screen into the target colour within a time limit and you win; run out of time and you lose. A simple idea, but then simple ideas are usually the most successful: look at *Split Personalities* and *Think*.

Kemshu would be a very addictive game but unfortunately it's too easy; I managed to beat it (yes, again!) on about my tenth game and on a black and white TV too!

If you have a very small number of brain cells this could be the game for you but people with as many as me (four) may find it a bit of a walkover.



STUNT BIKE SIMULATOR

Silverbird/£1.99

You are Chad Adams, ace stuntman. But to prove your excellence you must undertake five gruelling tests of skill and courage; first leap onto your bike from a swooping hang-glider, then bunny-hop over rolling logs, leap through blazing hoops of fire, dive up onto a moving truck and finally jump from your bike onto a low flying chopper (oo-er). Colt Seevers eat your heart out!

If only the game was as stirring as the macho plot, but unfortunately it's a bit limp



on the playability and addictiveness stakes. It isn't helped by incorrect instructions and dodgy collision detection either. Nope, sorry, I can't recommend this.

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1 1 1 1   Rate . . ✓ ✓

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N

Ninja

(Mastertronic/October 1987) Classic beat 'em-up budget game.

To kick off with, here's some hints to get you through the game...

1
It's always best to walk right, as the keyboard controls are easier to use and the shurikens are easier to throw when walking this way.

2
Try to hit the Thugs with body punches, as this is the only punch the Thug will use against you.

3
Ninja are best confused by taking a flying kick, so they don't know which ones to use against you. Watch out for the sword, though! *Never* throw things at them – they throw them back!

4
Karetekas are near enough impossible to beat on later levels, but try flying kicks and on the earlier screens use a body kick.

Ninja Hamster

(CRL/January 1987) Fabbie little beat 'em up which introduced humour to the over-serious subject of Ninja.

Sinister Rat
If you can't beat this guy, then you're obviously a cretin and you may as well give up! Just use him as a warm-up for all your moves.

Lizard of Death
Still fairly easy. Use a mixture of flying kicks and mid kicks.

Mean Monkey
To kill this baddy, use flying kicks to soften him up, then close in and use mid kicks.

Barmy Bee
This guy is tough! Avoid his flying kicks or counter with your own. Use foot sweeps at medium range, or use high kicks when in really close.

Crazy Cat
Use lots of mid kicks and a few flying kicks. He'll drain lots of your energy if his claws touch you!

Perilous Parrot
Don't just use foot sweeps, 'cos he'll just lie down and peck you to death. Use mid kicks and flying kicks.

Mad Dog
This football player is easier to beat than most. Just keep using foot sweeps.

Loony Lobster
The ultimate baddy! Use foot sweeps only – but praying might help, I guess!

Ninja Scooter

(Firebird/April 1988) Below average game in the Motocross mould.

Take some infinite time here, care of the Beepload Multipoke (see part 6).

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,13,174,41,156,175,50,72,176,62,201,50,40,1
79,195,0,168,713428
```

Nodes Of Yesod

(Odin/September 1984) Arcade adventure with very cute graphics – I simply lurve the Moon-mole!

"*YS keep out!*" was the message in the basic– so how could we resist it! Here's a hack for infinite lives...

```
10 LET S=30000: LET N=21: GO SUB 20:
RANDOMIZE USR 30000
15 LET S=63218: LET N=7: GO SUB 20:
RANDOMIZE USR 63201
20 FOR X=S TO S+N-1: READ Y: POKE X,Y:
NEXT X: RETURN
30 DATA
17,17,0,175,205,60,117,17,250,2,62,255,221,33
40 DATA
188,244,55,205,86,5,201,175,50,149,127,195,0,
226
```

Nosferatu

(Design Design/November 1986) 3D walkabout game where you have to kill the famous vampire.

Line 150 gives infinite time, line 160 gives no sprites or objects and line 170 stops the nasties moving. You can delete the data lines 150-170 if you don't want the option.

```
10 LET t=0: FOR f=3e4 TO 30016
20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 READ a: IF t<>a THEN STOP
50 DATA 205,86,5,221,33
60 DATA 215,253,17,189,0
70 DATA 62,255,55,205,86
80 DATA 5,201,37290
90 RANDOMIZE USR 3e4
100 POKE 65137,255: LET t=0
110 FOR f=65280 TO 1e9: READ a
120 IF a=999 THEN RANDOMIZE USR
65024
130 POKE f,a: NEXT f
140 DATA 175
150 DATA 50,243,126
160 DATA 50,196,132
170 DATA 62,201,50,111,155
180 DATA 195,0,118,999
```

Multiface Pokes

32499,0	Time
39791,201	No nasties

O

Oblivion

(Alpha Omega/June 1985) Below average shoot-em-up with very silly graphics.

When playing press 1 2 Z X C V simultaneously to go to the next level.

On The Run

(Design Design/August 1985) Massive arcade-adventure with fantastic graphics but not much in the way of game-play. A bit of a shame, really.

Play the tape from the start. Line 150 gives infinite energy, line 160 gives infinite time and line 170 gets rid of enemy sprites. They can be deleted, but the rest of the program must stay intact.

```
10 LET t=0: FOR f=3e4 TO 30016
20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 READ a: IF t<>a THEN STOP
50 RANDOMIZE USR 3e4
60 DATA 205,86,5,221,33
70 DATA 216,231,17,0,1
80 DATA 62,255,55,205,86
90 DATA 5,201,33570
100 POKE 59504,230: POKE 59505,255
120 FOR f=65510 TO 1e9: READ a
130 IF a=999 THEN RANDOMIZE USR
59392
140 POKE f,a: NEXT f
150 DATA 62,201,50,114,152
160 DATA 62,182,50,149,170
170 DATA 62,201,50,116,141
180 DATA 195,0,126,999
```

Orbix The Terrorball

(Streetwize/September 1986) 3D bounce-em-up but no-one could work out how to play it!

Don't re-number this program because it is going to be MERGEd. When the game has loaded, press any key, then type POKE 32188,0 for infinite lives, then RANDOMIZE USR 36560 to start the game.

```
2 CLEAR 65520: MERGE ""
4 FOR f=65523 TO 65535
6 POKE f, PEEK (f-41760)
8 NEXT f: POKE 65529,191
10 RANDOMIZE USR 65523
```

Multiface Pokes

32127,0	}
32188,0	} Infinite lives

Oriental Hero

(Firebird/July 1987) Amazingly fast beat-em-up which was too fast for just about everyone. Totally unplayable.

Infinite lives, play tape from the start

```
10 CLEAR 65535: LET t=0
20 FOR f=65410 TO 65436
30 READ a: POKE f,a
40 LET t=t+(f-65400)*a: NEXT f
50 IF t<>72159 THEN STOP
60 MERGE "": RUN USR 64510
70 DATA 205,86,5,221,33
80 DATA 0,64,17,120,191
90 DATA 62,255,55,33,150
100 DATA 255,229,195,86,5
110 DATA 175,50,70,113,195
120 DATA 64,131
```

Out Run

(US Gold/September 1987) Coin-op conversion of the cult racing game. Unfortunately not a patch on the original (but hardly surprising, really)

Use the gears to slow you down as the speed drops down from 280km/h to 189km/h straight away. This is useful on corners and when approaching other vehicles. As you pass other cars, change up again and acclerate away. From the start, head for the lefthand checkpoints, as these seem to be the easiest tracks.

The Speedlock III hacker comes into play with this handy Poke for infinite time.

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,177
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA 19,223,33,175,158,53,195,0,
72,1090305
```

P

Panzadrome

(Ariolasoft/January 1986) View-from-the-top tank maze game.

Fill up your tank with this hacking program. Type it in and run it, if all goes well you should get the 'Start tape and press any key' message. At this point, put a blank cassette in the tape recorder and Save off the code. Reset your Speccy and type in: CLEAR 24599: LOAD "PANZ-C" CODE 24000: RANDOMIZE USR 24000. Now play the piece of code that you've just Saved, and when that's loaded, put the game in the recorder and fast forward it past the Basic loader. Then you simply need to load the game – your tank should have all the accessories fitted. Prepare to go a-Romelling.

```
10 LET T=0: FOR N=40000 TO 1E9
20 READ A: POKE N,A: LET T=T+A: IF A<>27 THEN NEXT N
30 DATA 221,33,64,156,17,0,28,55,62,255,205,86,5,33,64,156,17,0,64,1,99,27
40 IF T<>1648 THEN PRINT "DATA ERROR": STOP
50 LET T=0: FOR N=N+1 TO 1E9: READ A: LET T=T+A: POKE N,A: IF A<>19 THEN NEXT N
60 DATA 237,176,221,33,24,96,17,232,159,62,255,55
70 DATA 205,86,5,62,1,50,57,100,205,24,96,195,3,19
80 IF T<>2675 THEN PRINT "DATA ERROR": STOP
90 SAVE "PANZ-C" CODE 40000,102
```

Paperboy

(Elite/October 1986) Monochrome conversion of the famous chuck-em-through-windows game.

Play the tape from the start. Line 50 gives infinite lives and line 60 gives infinite papers, either can be deleted if not wanted. Note that the top of the screen is corrupted when using this program, don't worry about that.

```
10 LOAD ""CODE
20 FOR f=65046 TO 1e9: READ a
30 IF a=999 THEN RANDOMIZE USR 65e3
40 POKE f,a: NEXT f
50 DATA 62,183,50,145,197
60 DATA 62,45,50,111,192
70 DATA 999
```

Multiface Pokes

49263,0	Papers
50577,190	Infinite lives
50495,201	Immunity

Parabola

(Firebird/July 1987) Clever 3D puzzle game in the same mould as Kirel. Great value for two quid.

It's infinite lives time again, this time care of the Firebird Bleepload hacker...

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 189,8,171,80,195,175,50,159,149,195,248,132,707507
```

Park Patrol

(Firebird/Feburary 1988) Instantly forgettable game with graphics that look like they've come out of the Stone Age.

What's this? The Bleepload Multipoke gets an airing for a second time? Infinite lives, here we come...

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,8,207,57,195,175,50,189,210,195,32,203,705
439
```

Pentagram

(Ultimate/September 1986) What Sabre-man did after Knight Lore. A grave disappointment according to some people.

```
10 CLEAR 24064
20 PRINT "PLAY TAPE FROM START"
30 LOAD ""SCREEN$: LOAD ""CODE 24064
40 POKE 49917,0: REM LIVES
50 POKE 50751,0: REM JUMP
70 PRINT USR 24064
80 DATA 50,234,249,62,201,50,235,249,205,177,249,33,91,91,17,160,252,1,7,0,237,176
90 DATA 195,127,252,175,50,190,143,0,0,0,62,231,50,133,91,33,177,250,229,209,1,6
100 DATA 2,58,133,91,206,10,56,11,50,133,91,174,119,237,160,234,111,91,201,196,128,24,24
1,193
```

Multiface Poke

49977,182	Infinite lives

Π R²

(Quicksilva/August 1986) A tremendously playable puzzle game where you go round and round trying to collect little blobs with Maths signs written on them.

MERGE one of these pokes into your loader then RUN and restart the tape:

POKE 38752,0	Infinite lives
POKE 38481,0	Infinite energy

Play For Your Life

(Ocean/December 1987) Strange tennis type arcade game which was free with YS.

Here's the gen on how to play for your life!

1
Hit the robot opponent with your bat, it's much faster and gives him a hell of a headache, whilst running his energy down.

2
The net which changes shapes on its sides is deadly. Jump up against it, but not onto it to hit the robot or you'll lose energy.

3
Don't bother with the random screen option, 'cos this will start you on a harder set of screens with a rating of -A-.

4
On the screen which has the two balls (fnar), jump between the balls and then by them to get the robot.

5
If you have a small thingy trundling around trying to kill you, then jump against the net to get through to the other side and the robot.

6
It's easier to judge where a ball is by watching its shadow.

7
When trying to hit balls, stay in the centre of the playing area.

8
Dodge other objects like big balls, the giant eggcup and the big coin.

9
When confronted with all four balls starting at the same time, jump forward twice and then press fire. Three of the four balls should land in the goal.

Plexar

(Mastertronic/June 1987) A bouncy-ball game in a similar mould to Gremlin's Trailblazer. Great graphics but not a lot of game to go with them.

Infinite lives, play tape from the start

```
10 LOAD ""CODE: POKE 37331,91
20 FOR f=23432 TO 23438
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 37263
50 DATA 175,50,138,186,195
60 DATA 136,144
```

The Plot

(Firebird/April 1988) A case of nice graphics, shame about the game. You have to blow up the Houses of Parliament (well, it's different!)

Infinite lives or energy with the Bleepload MultiPoke (see part 6).

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
105 POKE 32885,174 : REM for infinite
energy or
105 POKE 32888,183 : REM for infinite lives
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,11,222,57,195,175,50,114,0,50,252,0,195,0,2
55
```

Potty Pigeon

(Gremlin/April 1985) A highly boring arcade-adventure with nothing to do but collect worms.

Here's a quick hack that'll give you 256 lives (if you can stand it!). Out with the umbrelllas lads (and lasses).

```
10 CLS: LET T=0
20 FOR N=23296 TO 23346
30 READ A: POKE N,A: LET T=T+A: NEXT
N
50 IF T<>4732 THE PRINT "ERROR.
PLEASE RECHECK": STOP
60 PRINT TAB 3; "PLAY POTTY PIGEON
TAPE"
70 RANDOMIZE USR 23296
100 DATA
62,255,55,221,33,203,92,17,152,3,205,86,5,48,2
41
110 DATA
62,97,17,1,192,33,40,94,1,7,2,205,80,96
120 DATA
33,43,91,1,8,0,17,5,194,237,176,195,119,193
130 DATA 62,47,50,75,101,195,192,93
```

Project Future

(Micromania/June 85) Well acclaimed arcade game of its time.

Here's a Poke that'll give you 255 lives. Merge in the Basic loader, edit line 1 and insert POKE 30147,255: before the PRINT USR 31000. Then just Run the program and restart the tape.

Psi Chess

(The Edge/June 1986) 3D chess game (surprise surprise) with nice graphics

Try a white move first (you are white), then press T to save. Then press break for 5 seconds until you get Basic. Now you can type RANDOMIZE USR 34900 and a clock starts ticking in the corner of the listing. Macintosh, eat yer heart out!

Psycho Soldier

(Ocean/August 1987) What Athena did next. Very boring game with nothing to do.

Infinite lives and bombs care of the Speedlock III hacker

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
```

```
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,177
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA
20,223,175,50,103,159,50,187,156,195,0,72,109
8802
```

Pud Pud

(Ocean/March 1985) A real weirdo arcade adventure. The first of Jonathan Smith's games (say no more).

Multiface Poke
49287,0 Infinite Pud-Puds

Pulsator

(Martech/February 1987) This interestingly named maze game stimulated a crescendo of oo-er's from the reviewer.

The original Speedlock MultiPoker gets an airing here to provide, of course, infinite lives.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 18,209,252,165,255,120,255,160,
91,55,255,0,175,50,170,135,195,0,91,1287949
```

Pyjamarama

(Mikro Gen/January 1985) The second Wally Week game, this time an arcade adventure, which many people found very difficult. Little did they know that they were to get harder and harder....

There are two versions of Pyjamarama, so if you've got the earlier one (without the demo feature), use the following routine. Owners of the newer version skip to second routine.

The hyperload makes things a bit tricky, so a small program is required to get round it;

```
10 CLEAR 29999: RESTORE 70
20 FOR N=1 TO 14
30 READ A: POKE N+29999,A
40 NEXT N
50 PAUSE 0
60 RANDOMIZE USR 30000
70 DATA
221,33,39,127,17,216,1,62,255,55,205,86,5,201
```

Run this and then start playing the tape from the first data block (not the program header) and press any key to load it. Stop the tape as soon as it's in, then use these Pokes;

```
80 POKE 32844,207: POKE 32845,26: POKE
32828,251: POKE 32829,201: POKE
32789,243: POKE 32921,0: POKE 33000,0
```

Next, to Hyperload it, enter RANDOMIZE USR 32789 and restart the tape. If a loading error occurs, rewind and try again. When it loads, it will not start, so for 'x' lives, enter POKE 43883,x. Then POKE 48680,50 and RANDOMIZE USR 63524 and away you go. You're now ready to make a right Wally of yourself.

If you've got the 'demo' version, use this little proggypoo;

```
10 FOR I=23297 TO 23376
20 READ A: POKE I,A: NEXT I
40 PRINT "PLAY TAPE"
50 PRINT AT 10,10;:RANDOMIZE USR
23297
60 DATA
175,55,221,33,96,234,17,17,0,205,86,5,48,242,1
7,97,234,1,10,0,205,60,32,62,255,55,221,33,203
,92,17,216,1,205,86,5,48,241,243,49,0,0,33,166,
93,17,22,128,1,231,0,237,176,33,63,91,34,61,12
8,195,22,128,33,72,91,34,229,190,195,36,248

170 DATA 62,X,50,97,171,195,0,130: REM
RPLACE X WITH NUMBER OF LIVES

170 DATA 175,50,18,190,195,0,130,0: REM
OR USE THIS FOR INFINITE LIVES
```

As you can see, there are two line 170's – one is for 'x' number of lives and the other is plain ol' infinite lives. The program doesn't have a checksum, so I suggest you save it before you run it.

Pyracurse

(Hewson/October 1986) A fairly difficult arcade adventure with real sicko graphics (that zombie with the stake through its heart - bleugh!)

This hack will give you infinite energy for your currently selected character. Play the game tape from the start after typing this proggy in and running it;

```
10 CLEAR 24799: LOAD "" CODE 23296
20 POKE 23325,201: RANDOMIZE USR
23299
30 POKE 33450,201: RANDOMIZE USR
29600
```

R

Rambo

(Ocean/December 1985) Game based on the macho-ing of Sly Stallone in the Commando *mould.*

Multiface Pokes
27401,52 }
30263,0 } Lives (durr!)

Rampage

(Activision/November 1987) Attempt at recreating an arcade game based on the destructive antics of 'B' Movie plasticene monsters.

```
10 CLEAR 32767: LET T=0: LOAD ""CODE
65088
20 FOR N=23296 TO 23333: READ A: POKE
N,A: LET T=T+A: NEXT N
30 IF T=4056 THEN RANDOMIZE USR
23296
40 DATA 33,64,254,17,0,128,1
50 DATA 20,0,237,176,33,19,128
60 DATA 54,246,35,54,201,205
70 DATA 0,128,33,31,91,34,105
80 DATA 255,195,44,255,175
90 DATA 50,117,221,195,0,222
100 PRINT "ERROR IN DATA": STOP
```

Rana Rama

(Hewson/April 1986) An arcade adventure where you go around casting spells. Well it makes a change from Advanced Lawn-mower Simulator, doesn't it?

Multiface Pokes
57463,205 }
59836,205 }
57572,201 }
59821,0 }
57421,0 } Lives

Rasputin

(Firebird/January 1986) The first ever YS freebie cover-games. A difficult 3D headache based on an insane Russian abbot.

Info for those going mad with the Russian monk, *Rasputin*. Follow the four simple steps below and all your problems should be solved.

1
First, freeze the game.

2
Press CAPS and 'R' – you'll hear a beep.

3
Carefully, type in 'STALIN' – you'll hear a beep on every keypress. If you hit the wrong key the game will unfreeze and you'll have to go back to step 1.

4
After the cheat code ('STALIN') has been entered, type in a two-digit room number. The two-digit codes range from 00 to 24 and 33 to 40. (Remember to enter numbers from 0-9 as 00, 01, 02, and so on.) Hey presto, immediate access to the room of your choice.

Rasputin 128K

(Firebird/February 1986) Updated version of the suspended 3D platform game that was the first YS cover game.

Here's the version of the teleport for the 128K version;

1
Pause the game.

2
Press caps-R.

3
Type TEDD (no caps) for the teleport.

4
As with the 48K version, press a 2-digit number (00-40) to teleport to that room.

But there's more for you 128Kers,

1
Pause the game.

2
Press caps-L.

3
Type VODKA to give you maximum life force (do this when you haven't got a lot left).

Rastan

(Imagine/April 1988) Magical arcade adventure with all the legends and dragon slayer stuff.

Here's infinite lives and energy using the latest Speedlock, numero 4.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
115 RANDOMIZE USR 23522
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA
47,244,191,10,216,91,5,10,7,144,244,99,13,91,1
75,50,76,217,50,215,215,195,0,255,31,15,29,29,
15,20,31,43,31,43,38,91,17,244,91,6,8,26,111,5
2,52,52,52,52,19,16,246,201,127,131,134,146,1
52,158,164,179,2487843
```

Rastercan

(Mastertronic/December 1987) Extraordinary weird psychadelic explore and

collect 'em up sci-fi game.

MERGE the loader, add this line and RUN for infinite power:

```
35 POKE 39237,0
```

For the more serious typist, here a hack that solve the door opening problem (No logic) and enable laziness mode (Infinite time). To use it, just type it in, Save it off for future use, Run it and play the game tape from the start.

```
10 INK 0: PAPER 0: POKE 23624,0: CLEAR
30271
20 LOAD ""SCREEN$: LOAD ""CODE
30272
30 POKE 40078,201: REM NO LOGIC
40 POKE 39228,0: REM INF TIME
50 POKE 39220,0: REM INF POWER
60 RANDOMIZE USR 32768
```

Rebel

(Ariolasoft/June 1987) Colourful tank shoot 'em up

Multiface Pokes

49958,0	Immunity
51139,0	}
49239,0	} Energy
49249,0	Time

Red L.E.D.

(Starlight/August 1987) 3D rollaround in a similar vein to Gyroscope.

Infinite energy on all droids, and infinite time too, care of the Powerload MultiPoke. By the way, if you run out of time by constantly falling off the edge of the play area, the game will carry on anyway.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
400 DATA
190,93,47,254,228,255,175,50,114,127,50,184,1
24,50,233,163,62,201,50,234,127,49,191,93,237
,86,233,991085
```

Renegade

(Ocean/March 1987) Fab megagame striaght from the arcades.

```
10 CLEAR 49151: LET T=0: LET W=0: FOR
F=47872 TO 48010
20 READ A: POKE F,A
30 LET T=T+A*W: LET W=W+1
40 NEXT F
50 IF T<>1115891 THEN PRINT
"CHECKSUM ERROR, TRY AGAIN": STOP
60 PRINT AT 10,1;"Play RENEGADE tape
from start"
70 LOAD ""CODE
80 RANDOMIZE USR 47872
90 :
100 DATA 221,33,121,187,6,6
110 DATA 197,221,110,0,221,102
120 DATA 1,221,78,2,6,0
130 DATA 17,0,125,237,176,235
140 DATA 54,201,30,150,205,0
150 DATA 125,221,35,221,35,221
160 DATA 35,193,16,222,33,103
170 DATA 238,17,0,252,1,0
180 DATA 4,237,176,175,50,115
190 DATA 255,62,205,50,23,255
200 DATA 33,42,251,34,24,255
210 DATA 33,80,187,17,42,251
220 DATA 1,40,0,237,176,195
230 DATA 244,254,50,255,130,62
240 DATA 195,205,51,251,201,50
250 DATA 76,255,33,61,251,34
260 DATA
77,255,201,253,33,58,92,175,50,87,160
270 DATA
62,195,50,86,160,49,79,93,195,203,92,0,0,0
280 DATA
197,228,16,213,228,24,19,229,12,31,229,14,45,
229
290 DATA 25,81,229,11,0,0,0
```

In the first level you can walk up to a man, punch him three times and when he bends over, walk into him and press fire. This will make you grab him by the shoulders. Don't knee him in the groin, but wait a few seconds and then try to do a a back kick and the man will fly through the air and crash into anyone who's in the way. Boss 1: Keep hitting him with high kicks, then when his energy is right down, punch and kick him. Also, on level two, to kill people quickly you must first knock your opponent over with a flying kick, kneel over them and keep puching about three times. Your opponent will be dead before long. Boss 2: (Same as level 1). When you reach Big Bertha on level three, jump as if you're going to kick one of her girls, and when she rushes for you, waggle the joystick to turn around in mid-air. You'll get her square in the face. Boss 3: Get as far away as possible from her. On level 4 make space for yourselve and don't let them get too close to you. Level 5: ditto! Boss 5: Go to the bottom of the screen, and when the boss fires his gun, kick the man closest to you and sit on him! Punch him slowly until the bullet has gone over your head. Do the same for the rest of the men. There is an easier way, however, and that is to wait until the boss fires, and pause the game. When you un-pause the game, the bullet will be stuck in mid air.

Rescue

(Mastertronic/January 1988) Multi-leveled collect 'em up.

When you see a door on the screen window, press fire and pick-up simultaneously. There will be a blast which destroys all the doors on that screen.

Revolution

(Vortex/February 1987) Bouncy Ball type arcade adventure.

This hack changes the game so that instead of being impossible to complete – it's now impossible *not* to complete. Just type in the program and Save it off for future use. To start it, just Run it and play the tape from the start. Most of the features speak for themselves, but to clarify – 'BLOCKS STAY ON' means that once you've turned a block white, it stays white, so that you can complete the screen at your leisure. However, once you've turned a block on, don't go and complete another room or the game'll get all confused and leave the bock white, but think that it's off. 'INSTANT BOUNCE' alters the next bounce instead of waiting for a build-up when you change the amount of bounce you want. 'NO FLOOR BOUNCE CHANGERS' deactivates the

floor sections that normally throw you around or bring you to a halt.

```
10 CLEAR 65533
20 LET T=0
30 FOR N=1 TO 133: READ A: POKE
23295+N,A: LET T=T+N*A: NEXT N
40 IF T<>1083557 THEN PRINT "DATA
ERROR": STOP
50 FOR N=23429 TO 1e9: READ A: IF
A<999 THEN POKE N,A: NEXT N
60 POKE 23624,0: POKE 23693,0: CLS:
RANDOMIZE 1267+USR 23296
70 DATA 118,205,162,45,127,90,90,75,74,72,
59,59,225,17,36
80 DATA 91,6,167,26,203,65,40,3,134,24,1,
174,18,19,16
90 DATA 243,35,13,242,13,91,195,95,109,72,
143,202,126,102,169
100 DATA 113,115,78,123,100,175,102,212,98,
44,73,102,170,98,45
110 DATA 73,111,168,169,54,36,95,130,82,
155,95,168,70,143,116
120 DATA 85,199,127,212,220,199,46,119,95,
99,154,127,248,52,143
130 DATA 99,244,26,211,228,98,82,244,98,78,
244,98,58,244,98
140 DATA 46,244,102,119,130,102,154,98,
122,154,102,99,98,131
150 DATA 154,115,99,244,95,0,61,146,214,
168,117,9,168,25
160 DATA 98,129,220: REM INFINITE TIME
170 DATA 98,111,170: REM BLOCKS STAY
ON
180 DATA 102,241,98,64,173: REM
INFINITE LIVES
190 DATA 95,52,220,146,1,17,102,104,98,
179,17,94,98,146,182,17: REM INSTANT
BOUNCE CHANGE
200 DATA 95,124,45,146,166,9,102,159,98,
106,9,94,143,146,109
210 DATA 9,35,98,148,20: REM NO FLOOR
BOUNCE CHANGE (+200)
220 DATA 102,119,98,247,11,102,159,98,12,
9,95,124,45,146,23
230 DATA 9,96,146,231,9: REM
INVULNERABILITY (+220)
240 DATA 117,250,1,999: REM DATA END
MARKER
```

If the message 'Data Error' occurs, check the Data as you'll have made a typing error somewhere. If you don't want a particular feature then just remove the Data line/s referring to that feature. The last couple of features have data lines split between two numbers, meaning you will have to remove both the Data line that contains the REM and also the line before it (these are also remarked at the end of the Rem lines).

Multiface Poke

35652,182	Infinite lives

Riptoff

(Your Sinclair DigiTape/September 1986) A rather clever Boulderdash clone with some very strange level codes.

Play the tape from the start.

```
1000 MERGE CHR$
22+CHR$21+CHR$25+"RIPTOFF"
1010 GO TO 60
```

Then type

```
5 POKE 35528,x: REM x=lives or...
5 POKE 35427,0: REM for infinite lives.
```

Road Runner

(US Gold/June 1987) Coin-op conversion of the Atari original. Unfortunately it suffered greatly along the way.

Infinite lives couldn't be simpler – hold down the keys R, T, H and B on the title screen.

On level 3 you may have found all those dead ends, well here's a list of directions to avoid them; up; down; down; up; up; up; down; down; up; down; down; up; down; up; middle; down; up; down; up; up; middle; middle; down; down; down; up; down; and down, Okay?

Robin Of The Wood

(Odin/March 1985) Arcade adventure with nice graphics and clever (although very quiet) music.

All you've got to do to get infinite lives is rewind the tape, type in MERGE "" and press ENTER. Start the tape and when you get the OK message, type in 1035 POKE 49111,0 and press ENTER. Then type GO TO 1000 and start the tape again. Easy, eh?

Rockman

(Alligata/June 1986) Languid actioned aracde adventure with digitized speech effects.

Infinite lives, play the tape from the start.

```
10 LET t=0
20 FOR f=32768 TO 32821
30 READ a: POKE f,a
40 LET t=t+(f-32758)*a: NEXT f
50 IF t<>177518 THEN STOP
60 RANDOMIZE USR 32768
70 DATA 33,13,128,17,22
80 DATA 94,1,50,0,237
90 DATA 176,195,22,94,175
100 DATA 55,221,33,104,94
110 DATA 62,17,29,3,205
120 DATA 86,5,48,241,62
130 DATA 95,50,62,95,50
140 DATA 72,95,50,82,95
150 DATA 61,50,85,95,195
160 DATA 20,95,175,50,80
170 DATA 145,195,56,99
```

Rogue Trooper

(Design Design/May 1986) 3D walkabout which was very easy to complete, in a very small play area.

Play the tape from the start. Line 230 gives the number of ammo, which you previously specified in an INPUT, line 240 is the number of energy %, also specified in an INPUT, line 260 gives infinite kits, which is really infinite energy, line 270 stops the baddies moving when they hit something, line 280 makes the baddies fire less frequently and line 290 gives infinite ammo. Lines 260-290, and lines 230 and 240 may be deleted if you don't want the option, but the rest of the program must stay intact. Note that if 230 and/or 240 are deleted, you may as well delete the corresponding INPUT line, as it is not used anyway.

```
10 CLEAR 65535: LET t=0
20 INPUT "No. ammo (0-65535): ";am
30 INPUT "No. energy (0-65535): ";nrg
40 LET c=am-256*INT (am/256)
50 LET d=INT (am/256)
60 LET e=nrg-256*INT (nrg/256)
70 LET g=INT (nrg/256)
80 FOR f=3e4 TO 30033
90 READ a: POKE f,a
100 LET t=t+(f-29990)*a: NEXT f
110 READ a: IF t<>a THEN STOP
120 RESTORE 230
130 FOR f=30034 TO 1e9: READ a
140 IF a=999 THEN RANDOMIZE USR 3e4
150 POKE f,a: NEXT f
160 DATA 221,33,215,253,17
170 DATA 125,1,62,255,55
180 DATA 205,86,5,48,241
190 DATA 62,255,50,113,254
200 DATA 33,10,129,17,0
210 DATA 255,1,100,0,237
220 DATA 176,195,0,254,104074
230 DATA 33,c,d,34,79,128
240 DATA 33,e,g,34,124,120
250 DATA 175
260 DATA 50,204,120
270 DATA 50,61,132
280 DATA 50,249,133
290 DATA 50,19,137
300 DATA 195,0,112,999
```

Multiface Pokes

30942,0	|Lives
35091,0	|Fire power

Runestone

(Firebird/February 1986) Interactive graphic adventure in similar format to Lords's of Midnight.

This Poke allows you unlimited access and the freedom to leave the buildings even if the owners would far rather you stayed. If you want to use it, just type it in, Save it off to tape, Run it and play the game tape from the start. If the message "DATA ERROR" occurs, then you'll have to check your typing, 'cos somewhere in there, there will be a typing error. Don't worry if there are no stripy lines in the border while you are loading, it'll just stay blue – but the game is going in, honest!

```
10 CLEAR 65000: LET T=0
20 LET H=65337
30 FOR F=1 TO 15: READ A$: FOR G=1 TO 8
40 LET A=CODE A$(G*2-1)-48: LET A=A-(7 AND A>9)
50 LET B=CODE A$(G*2)-48: LET B=B-(7 AND B>9)
60 LET A=A*16+B: POKE H,A: LET T=T+A: LET H=H+1
70 NEXT G: NEXT F
80 IF T<>13676 THEN PRINT "DATA ERROR": STOP
90 BORDER 1: PAPER 1: INK 7: CLS
100 RANDOMIZE USR 1366+ USR 1366+ USR 65354
110 DATA "3E0D3D20FD790EFE"
120 DATA "ED48A9E640C00420"
130 DATA "F4F33E09D3FEDD21"
140 DATA "FE3F11021C310000"
150 DATA "21005BE506C8CD39"
160 DATA "FF78FED530F6CD39"
170 DATA "FFDD7500DD231B2E"
180 DATA "80CD39FFCD39FF3E"
190 DATA "E290CB1D06D030F1"
200 DATA "7AB320E53A005BFE"
210 DATA "3BC83E21323A5BAF"
220 DATA "32415BCD005B3E18"
230 DATA "326A8532059F3E21"
240 DATA "329E9B32AE9BC3E8"
250 DATA "FD48454C4C4F2100"
```

S

720°

(US Gold/January 1988) Fast-moving arcade conversion where you have to control a skateboard with great dexterity to gain points.

If you earn enough money, buy skateboards because this changes the score from 400 to 700 when you jump. Don't hang about, and never just skate in a straight line, do some tricks and earn as many points as possible. You do this by jumping, and turning four times before landing. This isn't as hard as it sounds, but do it often enough and you can earn more tickets, which after you've visited all four parks is essential.

Multiface Pokes

40774,0	lives
40360,0	money
37357,0	tickets

Saboteur

(Durell/June 1986) The arcade-adventure-cum-beat-em-up with big graphics but which got monotonous after only a fairly short time.

Multiface Pokes

47009,0	}
47010,0	}
47011,0	} Everlasting clock
46558,0	Infinite energy
46998,0	Stop the clock

Saboteur II

(Durell/February 1987) What Saboteur's sister did when her brother got killed in Saboteur. More of the same, really.

MERGE loader and ignore the OUT OF MEMORY error, just add these lines and RUN. Line 2 gives infinite energy, line 3 gives infinite time.

```
2 POKE 61382,0
3 POKE 37130,0
```

Level codes:

L2 - JONIN	L6 - GENIN
L3 - KIME	L7 - MI LU KATA
L4 - KUJI KIRI	L8 - DIM MAK
L5 - SAIMENJITSU	L9 - SATORI

On any level of the game, go to the bottom floor of the amoury, kill the guard with a handy wrench, then go and stand by the nearest box. Press down and you'll go down a concealed ladder into a secret chamber. Go to the chest you'll find there and you'll be immune to injury.

Multiface Pokes

37122,0	}
61340,201	} Infinite lives

Sarcren

(US Gold/June 1986) Big maze adventure come collect-'em-up that just didn't work.

Multiface Poke

30066,0	Infinite lives

Sam Fox's Strip Poker

(Martech/July 1985) A fairly average poker game with Sam Fox as an extra attraction (or repellent, depending on your tastes).

Multiface Pokes
Load in the game and start playing

normally. Then, when you are about to win a hand, activate the Multiface and enter Poke 26758,0, and then return to the game. When you win your score will start to increase without stopping, so when you have 5000 points (approx), press the Multiface button again and enter Poke 26758,109 and go back to the game. Now, by pressing any key, you'll be able to see the whole strip sequence (fnar, fnar!)

Satcom

(Atlantis/August 1987) A cheapo communications simulator for those who don't want to start world war three.

Dial the number given in the inlay (515-626160 same each game), you will get through to a company called Global Atmospherics UK. Press Space to return to control, select Analysis – select Data, work out code.

Dial Global – enter code. Select number 2 on menu – press Space, select number 1 on menu – press Space, a third option appears, select number 3 on menu. Press Space to return to control, select Analysis – select Data, work out code.

Dial Global, work your way back to second code. A telephone list will be displayed, note down the numbers.

There is no point in phoning NASA yet as the code cannot be worked out by Satcom. It is, however, located at Creative Electronics Ltd. (CEL).

If you dial CON you will indeed be CONned as all you will get is a system overload.

Dial Tech Transmitters Ltd (TTL), press Space to return to control, select Analysis – select Data, work out code. Dial TTL – enter code, note down which satellite has had extra equipment fitted. Press Space to return to control.

Dial Lion, press Space to return to control, select Analysis – select Data, work out code.

Dial Lion, enter code. Note down the load code number for the A.D.Count Down software, press Space to return to control.

Dial Cameo Laser Refractors (CLR). Note down the colour order of the top four colour bars, (ie, red, purple, green, blue) press space to return to control.

Dial Creative Electronics Ltd (CEL). Press Space to return to control, select Analysis – select Data, work out code. Dial CEL – enter code.

Answer (N) then (Y). Note down the NASA ident code and reverse it, ie 12345 reads 54321. Press Space to return to control.

Dial NASA (same each game). Enter reversed ident code, select correct satellite (you noted it down) enter A.D.Count Down Code (you noted it down), wait for each number to be logged, press Space, press Space again to return to control. Select Analysis – select Data, work out code.

Dial NASA and repeat this process on the other two codes.

After you enter the third code (Auto Destruct) and provided you are trying to destroy the correct satellite and the correct software is loaded (A.D.Count Down) then you will arrive at the orbital VDU display.

You must now arrange the coloured boxes in the order of the coloured bars in the CLR advert (you noted it down). The way to do this is to place the last colour first and then the second colour, etc.

And that's it, you've earned a medal.

Sceptre Of Bagdad

(Players/August 1987) Colourful aracde adventure with a dab of oriental spice.

Play the tape from the start for infinite lives. Oh, by the way, the POKE 23624,0 is important.

```
10 CLEAR 24063: POKE 23624,0
20 LOAD ""SCREEN$
30 LOAD ""CODE: POKE 59858,0
40 RANDOMIZE USR 58002
```

If you have a 128 or Speccy +2, load the game using tape loader and you should have infinite lives!

Scooby Doo

(Elite/October 1986) This game was written, scrapped, rewritten, scrapped again, then rewritten. Fortunately the final product was worth the wait, even if it did get very difficult on later levels.

First of all, tap in this loader and play the tape from the start.

```
10 LOAD ""CODE
20 POKE 64027,86
30 POKE 64028,5
40 RANDOMIZE USR 64e3
```

Once the game has loaded, the border will flash indicating that it is waiting for something more to load. Press the BREAK key and you'll get an error, D Break, CONT repeats. If you now type POKE 29614,0 you'll have infinite lives, then RANDOMIZE USR 25e3 to start the game.

Multiface Poke	
29614,0	Infinite lives

Sentinel

(Firebird/May 1987) Brilliant arcade adventure with more levels that the Empire State Building.

Are you ready for this? The nigh-on *complete* list of access codes for the many-leveled *Sentinel*! Absolutely incredible!

LAND	CODE
0005	43983865
0006	37418839
0008	46986565
0010	42346548
0011	36798141
0013	74274656
0018	06855873
0020	87457664
0023	95571296
0026	88879285
0030	69767034
0043	37234566
0046	79762535
0062	22698418
0074	45977455
0078	50879594
0084	65026999
0086	78269016
0091	98825894
0110	55877549
0126	65280897
0138	67341674
0157	94197426
0170	62430074
0186	87946484
0194	78417482
0197	69426589
0210	78847741
0221	15846269
0237	87036464
0252	40097467
0267	69519290
0286	97517958
0303	93217473
0328	89428752
0363	54995188
0378	61579772
0400	83754805
0409	57516076
0433	96198865
0422	67386673
0464	97839879
0484	25234656
0502	79386674
0515	17386898
0534	42831821
0552	43939179
0577	97481647
0598	62606968
0624	91590924

0641	97193428	2385	87917184	4516	86398525
0647	96598150	2408	93054911	4552	89696504
0673	69886157	2426	58984950	4582	64860989
0687	77137686	2447	55066110	4597	52141667
0706	18755735	2482	27134867	4618	94043449
0732	35547788	2515	64912600	4642	00799414
0739	49259870	2538	47756798	4674	66664035
0767	45949987	2567	94262453	4709	83445845
0785	95139647	2603	59582416	4740	58414159
0798	83775557	2632	96961255	4766	83687880
0812	83945796	2661	93695500	4790	86748499
0828	69897391	2701	58831454	4814	44959286
0847	76356436	2726	05691735	4851	20654976
0869	81754192	2752	57794761	4884	66678802
0902	44975094	2776	55477929	4910	85069883
0923	90556487	2801	78499595	4935	19253437
0938	37878450	2819	47258966	4960	06433957
0966	68917598	2852	66396523	4988	61408501
0986	87639671	2889	62506859	5012	56969520
1007	38345983	2925	60578656	5031	94559933
1026	44296659	2951	21465028	5056	84473664
1053	81264895	2989	47459590	5078	84952847
1067	61238476	3013	70042997	5080	88697501
1085	70671677	3040	85764888	5105	95459407
1106	55374471	3068	27881404	5122	67419661
1125	53656769	3095	21681462	5137	99460963
1159	48475617	3126	19419078	5157	24023559
1186	19119797	3156	35418665	5170	81939697
1224	49894780	3160	78560576	5173	63091084
1255	66775269	3196	22676088	5218	96756295
1286	67780884	3224	47484144	5244	37856399
1299	07024228	3250	76087886	5280	50502875
1333	38689994	3282	35878543	5311	55256817
1373	62103664	3297	15846688	5335	27769474
1401	75908157	3325	79883898	5368	63305769
1424	64769853	3341	84807568	5405	99172244
1466	46997392	3362	65273695	5441	49238876
1495	98516949	3388	98443635	5474	57159646
1531	74306678	3404	93675375	5502	50575590
1553	76969040	3435	77619629	5528	95678919
1579	89884261	3461	67538664	5558	73029998
1605	10644587	3485	32967736	5595	25569856
1627	04755580	3509	94984256	5625	87896965
1652	68521488	3548	84756767	5648	69586647
1666	84925989	3584	45477599	5675	64046668
1695	81528696	3614	17575939	5706	44994934
1729	49956362	3643	15580204	5744	27434740
1742	49658143	3673	79008776	5782	94574777
1763	27618795	3698	02566207	5812	84807155
1793	44072862	3733	69976095	5852	66435656
1820	61891637	3762	75092914	5884	94395187
1841	34667698	3785	66947731	5918	68288014
1861	88856848	3816	76230904	5948	94615767
1880	97278526	3839	95472944	5990	17035248
1895	11591822	3872	22989485	6020	41129009
1918	44478934	3910	84447691	6057	19619377
1946	69768568	3945	78899694	6089	34567945
1983	41094469	3971	48459660	6123	38367762
2013	69562723	4005	82689351	6165	71758920
2042	64753837	4028	68106888	6205	56014806
2067	78485869	4062	70094084	6229	60212094
2091	24245455	4108	54463639	6257	98889525
2118	46827526	4134	95563786	6289	61041999
2149	58558406	4167	86674555	6315	39909894
2172	65438847	4201	67794737	6344	69968346
2215	87459659	4224	76812902	6362	56159536
2256	57029889	4251	26554157	6392	72521467
2278	66487787	4288	84852717	6427	08933541
2313	10666745	4336	58831456	6449	39981731
2318	76621066	4370	66871283	6482	88816933
2348	02600569	4403	05164668	6502	57659448
2354	56284679	4448	27796851	6544	55447496
2380	55594387	4475	42436591	6578	41840898

6611	97528134
6643	28789656
6681	77583795
6716	13746853
6752	82879458
6784	48872608
6810	51440147
6846	70299255
6870	60685495
6897	50813876
6916	64512779
6945	04277529
6928	06877909
7024	25525499
7053	67068990
7090	68435588
7125	63955188
7159	88615835
7181	38998481
7218	78221896
7253	21887706
7290	23747218
7326	82570291
7356	87478775
7376	14733141
7413	82589145
7443	67638866
7479	97675809
7518	54959462
7551	56778675
7585	67744966
7623	89954289
7644	62374787
7683	53547318
7716	19379654
7742	50072971
7772	82998759
7796	75755415
7839	87846529
7870	90916821
7900	45465484
7928	79449976
7953	59538296
7987	88868568
8010	91648217
8046	76457597
8080	98386456
8123	56846403
8159	56997596
8194	99939631
8216	47882790
8247	81390966
8295	68153688
8325	33047447
8371	65037914
8405	94452483
8448	44996647
8485	67383768
8511	74978464
8536	89609853
8573	84395094
8607	35590660
8651	44457564
8671	90089555
8706	98359433
8741	75826349
8775	87309763
8809	48127447
8832	21925796
8866	82556771
8902	45574951
8918	59177918
8951	63392816
8974	71683852
9000	03824407
9033	15246674
9074	09668124
9102	25325456
9138	57059465
9174	59594666
9200	66253747
9219	02177085
9251	56959276
9283	47815966
9305	43465850
9343	73980159
9381	47694381
9406	01753557
9433	36732500
9460	45195536
9485	69994719
9519	75849956
9547	73894640
9576	86270870
9603	55651676
9642	85496286
9680	86815648
9722	98174355
9756	71419398
9791	78664305
9825	26867972
9857	18977694
9898	22689497
9929	65244234
9963	82598922
9993	72388451
9996	87546491
9999	05991278

Shadowfire

(Beyond/November 1984) The first adventure game without text! A novel idea which failed through lack of gameplay.

Having problems with the adventure that won't talk to you? Worry no longer, for he is a hack for those good ol' infinite lives.

```
100 LET C=0
110 FOR X=23296 TO 23435
120 READ Y: POKE X,Y: LET C=C+Y
130 NEXT X
140 IF C<>14868 THEN PRINT
"CHECKSUM ERROR !!": STOP
150 PRINT "NOW INSERT SHADOWFIRE
TAPE"
160 RANDOMIZE USR 23296
1000 DATA 243,49,240,95,17,144,1,221
1010 DATA 33,64,156,62,7,55,205,86
1020 DATA 5,48,241,33,64,156,6,255
1030 DATA 205,123,91,6,255,205,123,91
1040 DATA 33,82,156,1,1444,1,22,165
1050 DATA 205,130,91,62,201,50,93,156
1060 DATA 205,82,156,33,0,128,34,105
1070 DATA 251,62,201,50,120,251,205,78
1080 DATA 251,33,0,96,1,124,146,126
1090 DATA 237,103,35,11,120,177,32,247
1100 DATA 33,0,96,1,124,146,22,82
1110 DATA 205,130,91,33,16,167,34,54
1120 DATA 92,33,0,0,34,27,131,34
1130 DATA 237,130,62,255,33,21,127,6
1150 DATA 195,3,129,126,237,103,35,16
1160 DATA 250,201,126,170,119,35,11,120
1170 DATA 177,32,247,201
```

Shaolin's Road

(The Edge/May 1986) Conversion of the Yie Ar Kung Fu *sequel.*

STAGE ONE:
When using the ball, the left and right keys control it, but it only lasts a few seconds. When fired, keep walking in the same direction and it'll kill everything on that level. Use a flying kick. Using it gets you out of trouble if you don't kill the big guys first try.

STAGE TWO:
Kill the funny bloke with the bow in his hair at the start to stop other coming around. Make sure you have a few outs left because he need between two and eight blows to put him out of action. When you have the star thing around you, you can drop on anyone, even the big bloke. When you have flames and fire them, it clears everything on your current platform.

STAGE THREE:
Watch out for falling off the ends, so keep well in the middle of the screen. Because of the mess in the centre of the screen when there are a few men about, try kicking around all over the screen and jumping up and down.

On the menu press N and 5 simultaneously to start. You will now get a teleport - leave the keyboard alone when you can see the screen you want to play (you flick through all the screens when N and 5 are held down) and you will start the game on that screen.


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GENIE works with MULTIPRINT, MULTIFACE I and MULTIFACE 128 only.
GENIE
GENIE can disassemble ANY RUNNING program at ANY point. Install GENIE into MULTIFACE or MULTIPRINT, LOAD any program, RUN it, STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc.
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Hardnuts, that's what ninja's are. Stealthy, ruthless, deadly hardnuts. One ninja warrior is roughly the equivalent of a 73 mega-tonne nuclear warhead — and that's with both arms and legs tied behind his back. With limbs unleashed, a ninja becomes *really* tough.

Almost indestructible, that's what ninjas are too. In a recent test, a ninja was buried up to his eyebrows in quicklime whilst wired in to the national grid. His condition after fifteen hours? Not a scratch!

As for loud, well they're actually undetectable by the human ear! A ninja can lounge back in a Parker Knoll Recline (leather chair with numerous spooky gadgets) without releasing any decibels whatsoever.

Kellogs Cornflake 'Puzzler-Cards' hold no fear for your average ninja warrior either. A veritable 'breakfast doddle' as they might say. A ninja could breeze his way to the fifth *Blockbusters* gold-run in the shake of a leg, without once saying "please" to Bob. ("Give me B", "Give me S", "Give me prize" etc.).

And ninja's are brilliant photographers too. But that's because they're 'armed' with a hardnut camera — the Olympus OM101. It's the camera that makes all other cameras look totally useless. It's a TTL auto-exposure 35mm SLR job with Power Focus, auto everything else, and a specification sheet that could be wrapped seven times around a Californian Redwood.

And guess what? With a lot of help from the chaps at System 3 we've crept up on a sleeping ninja warrior and swiped his brand new camera, worth £200! Not only that — we're actually going to give it away to one of you lucky people. And even if you're not the outright winner, you could still console yourself with one of the 50 super *Last Ninja II* posters we're giving away too.

What you have to do . . .

Hidden behind the ninja masks are six famous 'boat races' (faces). All you have to do is match the correct name to the relevant balaclava. It's as easy as falling off a Samurai (it's getting on the Samurai in the first place that's the tricky bit). Stick the coupon on a shiruken and hurl it at 'Ere Ain't You That Famous David Wossname Geezer With The Camera? No I'm a Ninja Warrior And You're Dead Matey Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

And remember . . . do not despise the lion because he has no horns, for who is to say the lion will not one day become a dragon?! (*Eh? Ed*)



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- Warriors of the System 3 or Dennis Publishing Dynasties will be expected to commit seppuku if they even consider trying to enter this compo.
- The decision of the Grand Shog-ette T'zer is final. At the first sign of whinging, heads will roll.
- Entries received after 30th September 1988 will be buried up to their necks in sand and left to fester for eternity.

I'm no Ninja's ninny. I identified the six 'boats' instantly — and here's proof.

Michael Jackson ....
Mr. Spock ....
The Blue Peter Tortoise ....
Bob Holness ....
Captain Scarlet..........................
Fergie..........................
Name ....
Address..........................
.... Postcode..........................

POSTMAN'S

Ah, the delights of summer. Sun, sea, sand . . . You can forget 'em matey! Cos this month *Richard Blaine* takes a look at two PBM games for all aspiring megalomaniacs and money grabbers. LOADSAMONEY!

After listing loadsa games over the last few issues, I've decided it's time to move on. There are a heck of a lot more games out there, but if I just carried on giving you names and addresses of companies, plus potted round-ups of what the games are about, you'd get pretty sick of me. No, what you really want are some really meaty, more in-depth reviews, right? Well, if that's not what you want, tough, 'cos that's what you're getting.

I've asked an old pal of mine, **Mark Green**, to share with us his experiences of a couple of the games he's playing in at the moment. Mark is an old trouper, maybe that should be trooper, in the PBM field, and has a great deal of experience in postal gaming. His reviews, covering *Global Supremacy*, a well established and very popular game, and *Speculate*, a newly launched but very promising postal simulation of high finance, are printed alongside.

In future columns, we'll be carrying more of these longer reviews: I think they give you a better idea of what a game is all about. At the same time, though, we'll be continuing to give you potted info on new games which come to our attention — we don't have the space to give everything a long write-up!

Also in future columns, we'll be looking at other aspects of the PBM world. We'll be covering 'zines in greater detail — remember, I mentioned *Small Furry Creatures* last time — plus we'll be taking a look at what's happening with Play By Modem games, like *Multi User Dungeon*. A lot of popular boardgames — *Diplomacy*, for example — are being played on computer bulletin boards.

A column like this — especially one dedicated to playing games by mail — cannot survive without some sort of feedback. So it's especially gratifying to report that the letters are positively trickling in! Come on you lot, surely more of you can put pen to paper?

A number of the letters I've had are from readers who want to inform me of postal games which they're setting up, or are already running. Now, I have no objection whatsoever to publishing the names and addresses of people running bona fide games. But I'm not going to print anything unless I have something a bit more concrete than just a letter giving the name of a game, how much it costs and an address to send money to. This may sound a bit hard on people just starting in the business, who don't have a lot of money to produce quality advertising hand-outs or flyers, but I'm going to wait until I see something printed, preferably a rule book. So, everyone who has sent in details of the games they plan on running, get a typewriter out and make it look official! This is all to protect the punters, by the way — I don't want to go encouraging people to send off money for games which never happen.

Someone who has done it the right way is **Robert Fortune** of Project Basilisk, who has sent me details of his company's PBM game, *Creephouse*. Map, rule-book, neat letter explaining who Basilisk is, what it has done and what it plans on doing.

Creephouse is set in a haunted house: you play a slime, a creep or a wulf. Don't ask me what they are, you'll have to play the game to find out. Your objective is to be the first monster to escape from the house. As you wander around it, though, you'll have to deal with monster eating plants, other slimes and various tricks and traps. A very weird sounding little game, but it looks like it could be fun. Plus Basilisk has a track record — the company created a game called *Troll's Bottom*, which has now been licensed to KJC Games. If KJC's Kevin Cropper is prepared to put his money behind it, it must be doing

Game report 1 — Global Supremacy

Global Supremacy is a computer assisted Play By Mail game set some time in the future, after the Third World War devastates the globe. The map used in the game is identical to the map of the real world, so all you need to master the geography of the game is a decent atlas.

The world is divided up into 150 provinces, many of which correspond to present day countries. The 75 players who start in each game are each allocated a home province, while the remaining, non-player controlled provinces are weak neutrals. The aim of the game is to achieve global supremacy, through the use of diplomacy, economic expansion and military imperialism.

Each province includes a number of significant features such as up to 10 cities, which contain economic production units and military forces. A listing shows the maximum economic potential of the province, and details current economic assets available for use in constructing more military hardware.

Essentially there are two main aspects to the game, the first being economic. At the beginning of each game month the computer runs the production program — during this phase, each province receives taxation income (boo,) metal, energy, and research points and industrial military units. These are used to build more production centres or more military units. Research points can be used to advance your technology. All the players start at the same technological level — roughly the 1940's — and will produce piston engined aircraft, Sherman tanks and such. But, as time goes by, you can progress, slowly working up to 1990s technology, with such units as Aegis cruisers, MBTs, Stealth bombers and Space Shuttles.

The second aspect to the game is the military one, and it's here that *Global Supremacy* really scores, with a most impressive wealth of detail. The rule book lists several hundred different military units, and the technology levels at which they can be built. There are individual naval vessel types ranging from corvettes to SSBNs; you can build land units ranging from plain infantry through artillery to modern and futuristic main battle tanks; and there are individual aircraft, from Mustangs to Tomcats to be acquired. There are also many types of missiles — ICBMs, SAMs, AAM, and finally there are the more dubious instruments of mass destruction, including chemical, biological and nuclear weapons.

To conquer another province, you have to occupy all the cities it contains. The game master compares the strength of your attacking forces with the strength of the defending forces, and produces a battle report for both sides. This report tells you what forces were involved and where, what the losses for each side were, the result of the engagement, and includes a few lines of text commenting on the battle. The rules place heavy emphasis on a realistic combined arms approach, so woe betide anyone who doesn't back up their ground forces with artillery, air and armour.

Global Supremacy is an impressive game, with dedicated players in several of the six games presently being run. This is something of a surprise, as it's definitely not cheap — not when you have built up a strong position, anyway. The monthly economic cycle and major battles each

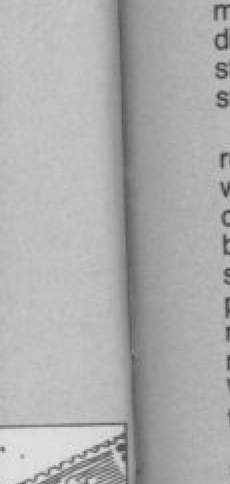


something right.

Basilisk is also planning something called *Battle Crab*, in which players pilot futuristic fighting vehicles round an alien cityscape. As you gain credits (for what I don't know), you can buy attachments for your crab, which make you tougher. Sounds a bit like *Elite* meets *MegaCity One*.

Another question I've been asked quite a few times is whether there is a magazine for PBM players? There is — it's called *Flagship*. Actually, I did mention it last time, but for those of you who may have missed it, here is the address again: *Flagship*, PO Box 12, Aldridge, Walsall, West Midlands WS9 0TJ. A one year subscription is £7 for four issues. A single copy, if you want to have a butchers before committing, is £2. Very detailed, very good, all the names and addresses you'll ever need.

Right, that's it for this month. Keep your letters coming to me, Richard Blaine at *Postman's Knock*, 14 Rathbone Place, London, W1P 1DE. Let's get down to some serious gaming!



cost £2 and every build, move or special action is an extra 50p. Major powers can easily spend £15 or more a month! However, if you do manage to become that major, it's more than likely that you'll have become hooked on the game. I should know — I control 15 provinces, 10 percent of the world, in one of the games, and have expended a lot of effort researching improvements to my forces and developing a diplomatic and economic strategy to back up my military strength.

In some of the longer running games in America, where *Global Supremacy* originated, the large power blocs have taken the war into space. In one, or so I've heard, players have colonised the moon and are planning manned expeditions to Mars. We haven't got quite that far in the UK games — yet!

If you have an interest in juggling diplomacy, strategy and economics, plus a fascination for the arms race, then you could find it worthwhile having a shot at *Global Supremacy*. But be careful — it can be addictive!

Mark Green

CONTACT BOX

Global Supremacy is run in the UK by Mitre Games, Unit 6, 9 Brighton Terrace, London SW9 8DY.

Game report 2 — Speculate



Speculate is a wholly computer moderated PBM game of share dealing, monopolies and corporate growth. It gives you a chance to try all the things you've read about in the business pages of the newspapers — insider dealing, asset stripping and even making a million legally.

Each game contains 10 players, and everyone starts with £12,000. The first player to become a millionaire wins the game. Your wealth is calculated according to the cash you have in hand, plus a percentage value of the companies in which you own shares.

There are 15 companies in the game's Stock Market, and each company has 200 shares. The price of the shares in a company remains at its starting level of £100 until half or more of the shares are bought, at which point it's 'floated' — which means it starts operating as a real company. Once a company has been floated, its shares are decided by market forces — if people want to buy them, they go up in value, and when people sell them, they go down. Players are allowed to buy shares in any company (assuming there are shares for sale), but they may only sell shares they own if there is a buyer for them. Buying and selling shares may seem to be the most obvious way to make money, but in *Speculate* it is actually less important than running companies.

When a company is floated, the largest shareholder becomes the managing director, and remains in office until a majority of the shareholders vote for a change. The MD gets to run the company, and has control over all the share capital — the money which people have paid into the company's bank account to buy shares in it. He's also responsible for buying and selling equipment and raw materials, ordering the production of goods, and selling them to the market and to other companies. And he decides how much of the company's bank balance will be issued to shareholders as dividend payments (gimme, gimme, gimme!). A skillful MD will run a profitable company, and issue regular and generous dividends to the shareholders. As MD's tend to be major shareholders in the companies they run, this is the main way you can get money into your personal account.

The inter-relationship between the 15 companies is the most fascinating angle of the game. The key companies, especially in the early phases, are those which produce the basic commodities — energy, raw materials, transport and plant. Other companies might just produce assorted consumer goods, which are very profitable, but for which there is very little demand in the early stages of the game. The demand for goods from the outside economy is very neatly keyed in to the amount of money the player run companies pay their workforce.

I've only just started playing *Speculate*, but I've already spotted one or two 'dirty tricks' that look like they might be worth trying. I'll mention some of the more obvious (the less obvious I'm keeping as a surprise!). If a player is MD of two companies, then he (or she), could asset strip one company by transferring all of its assets to the second company for a rather paltry payment. This looks particularly tempting in situations where the player is about to lose control of a company — leave someone else with a worthless shell! He, he, he! Another trick is to issue shareholders with a dividend of 100 percent, effectively returning all company monies to the shareholders. This produces a worthless company, but gives the player the ability to buy into another company. When shares in the different companies are getting scarce, and so more highly priced, this could be a smart move.

Turns in *Speculate* are processed at a rate of three a month, and cost £1.25 each. This is very reasonable for what looks to be a very challenging game, and I certainly intend to try my best to wheel and deal my way to a million before I'm much older.

Mark Green

CONTACT BOX

Free rules are available for a 9"x6" sae from Waveney Games, 28 Diprose Road, Corfe Mullen, Wimbourne, Dorset, BH21 3QY, or from Just Games, 71 Brewer Street, London W1.

VIRU

What's this? Not a naughty little program that crashes your computer, no. It's the game no one thought would ever appear on the Spectrum, and it took the might of Firebird to do it. *Phil South* takes a look and gets the sniffles.

Last year, everyone at PCW was heavily impressed by a game on the Archimedes computer, a game called *Zarch*. This convincing tour de force was masterminded by the creator of *Elite*, a guy called David Braben, and at that time no plans existed to port the game down to even the high end 16 bit machines like the Atari ST and Commodore Amiga. But now Firebird has produced 8-bit versions... including one for the 128-48K Spectrum!!!

Any attempt to bring such a game to the Spectrum could only result in a desperately shoehorned, graphically-inferior pile of old doo-dahs, couldn't it? Well, actually it's not a billionth as bad as anybody here anticipated, with all the original gameplay surprisingly intact.

You are in control of a terrific little spaceship, a bit like the one in the old asteroids game only this time instead of being in cheap black and white and 2D, this little devil is in wondrous colouramic 3D. You are charged with a task of ridding the planet of the aliens which are spraying the planet with a deadly virus. There are many different types of aliens, and you have to zap them all in order to clear a level. Your score is a percentage of how much of the planet is left uninfected.

As you jet away from your start-up position, you notice immediately that beneath you is a brilliant 3D wire frame representation of the planet, scrolling neatly under you. As you move, the square scrolls, revealing hillier sections with trees whipping by, and your scanner in the top left of the screen shows that some aliens are pursuing you. You've got to blast the little beggars, you see, but that's only if you've got enough fingers left after controlling the ship to press the fire button on the keyboard. Yes, the controls are a trifle tricky, but if you've got a joystick interface (all are supported) then it makes it a little easier. Shooting with a keyboard button and flying the ship with the joystick can be a little bit like rubbing your head and patting your belly simultaneously, though.

This is a very entertaining game, and even if you can't really get into the gameplay of shooting down the aliens, just flying around the landscape learning to fly your hoverplane against the planet's gravity is a fun game in itself. And finally, an interesting fact. It's been said by Telecomsoft that it never intended to program the game on the Spectrum but the programmer of the Spectrum version, Steve Dunn, just sent it in. Steve was so impressed by the demos of *Zarch* on the Archimedes at PCW that he set to programming in machine code. Blimey! Next Firebird'll say that it was written in binary on the back of an airmail envelope with a stub of pencil and a slide rule! Hah! Only kidding, choplets. And, if that's Steve's first effort of machine coding on the Speccy, all I can say is his Basic programs must have been brilliant! Take it from a dude who knows... *Virus* on the Spectrum IS the state of the art.

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Game	*Virus*
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GOING TO SEED



The seeder is spotted behind a tree and now it's simply a matter of divebombing from a great height or using one of the ship's two remaining bombs.

Know Your Enemy

Here's a listing from the Hoverplane's scanner, showing you what all the nasty alien craft will look like on your radar screen, and giving you essential tactical information on each one.

Seeder
This flying saucer flies around and lands to spread the virus.
Scores: 100 (in the air) or 50 **(on the ground)**

Mutant
Similar to the Hoverplane with less thrust. They'll buzz you and smash into you if they can catch you.
Scores 500

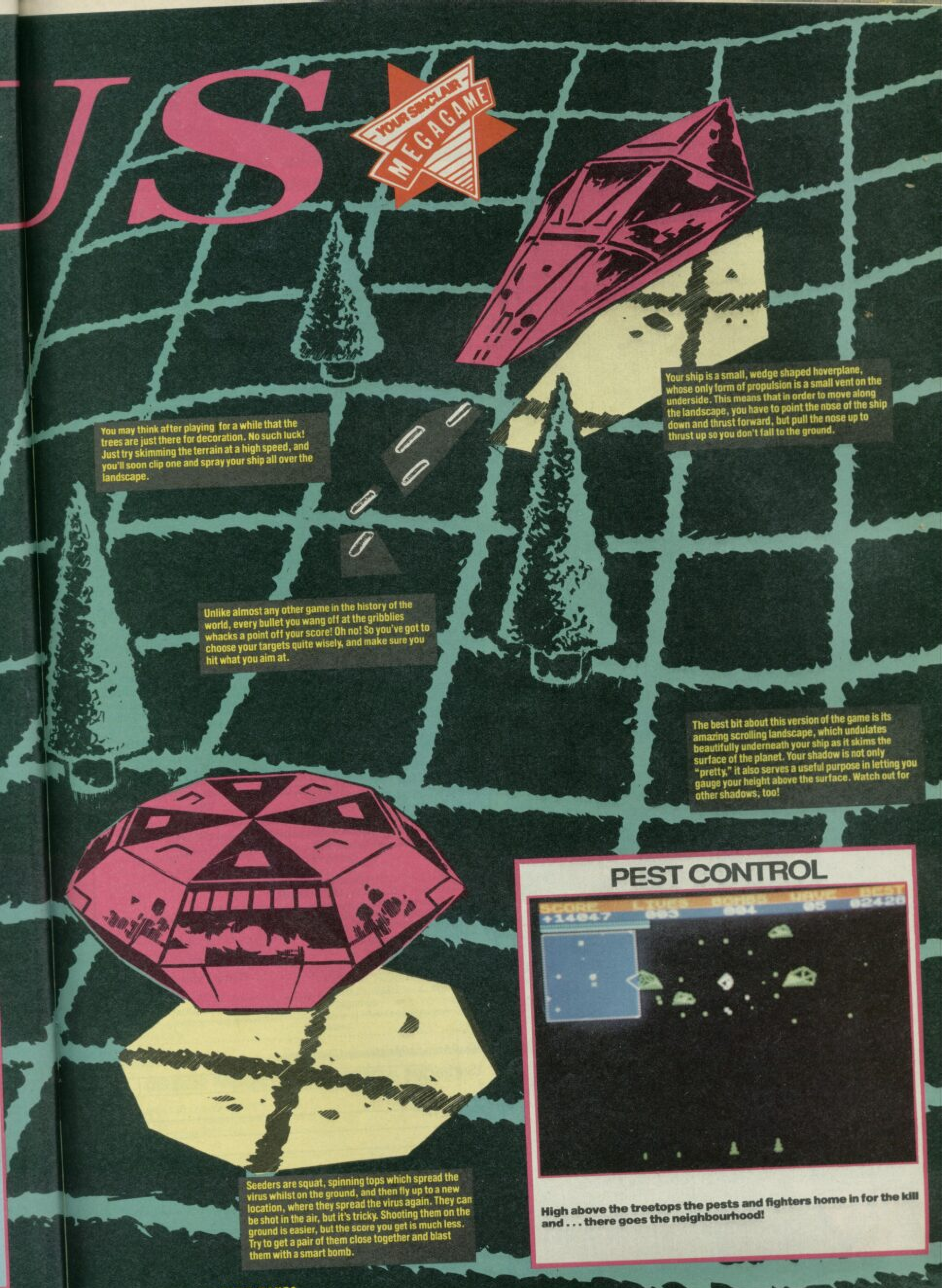
Pest
Pests are small, fast ships, whose sole mission is to smash into your ship and destroy it.
Scores 400

Fighter
A chevron shaped ship which flies in a similar manner to the Mutant and the Hoverplane. Must be hit twice to destroy it, even if you use a smart bomb!
Scores 800

Bomber
Flies straight and level and at high speed, spreading the virus at a higher rate than even the evil Seeders.
Scores 400

Mystery Spaceship
You will only recognise the strange alien vehicle when it actually attacks you, as it will not fit any of the descriptions you have for the other ships.
Scores: Mystery Amounts

US



Your ship is a small, wedge shaped hoverplane, whose only form of propulsion is a small vent on the underside. This means that in order to move along the landscape, you have to point the nose of the ship down and thrust forward, but pull the nose up to thrust up so you don't fall to the ground.

You may think after playing for a while that the trees are just there for decoration. No such luck! Just try skimming the terrain at a high speed, and you'll soon clip one and spray your ship all over the landscape.

Unlike almost any other game in the history of the world, every bullet you wang off at the gribblies whacks a point off your score! Oh no! So you've got to choose your targets quite wisely, and make sure you hit what you aim at.

The best bit about this version of the game is its amazing scrolling landscape, which undulates beautifully underneath your ship as it skims the surface of the planet. Your shadow is not only "pretty," it also serves a useful purpose in letting you gauge your height above the surface. Watch out for other shadows, too!

Seeders are squat, spinning tops which spread the virus whilst on the ground, and then fly up to a new location, where they spread the virus again. They can be shot in the air, but it's tricky. Shooting them on the ground is easier, but the score you get is much less. Try to get a pair of them close together and blast them with a smart bomb.

PEST CONTROL

High above the treetops the pests and fighters home in for the kill and . . . there goes the neighbourhood!

ILLUSTRATION: GARY MAYES

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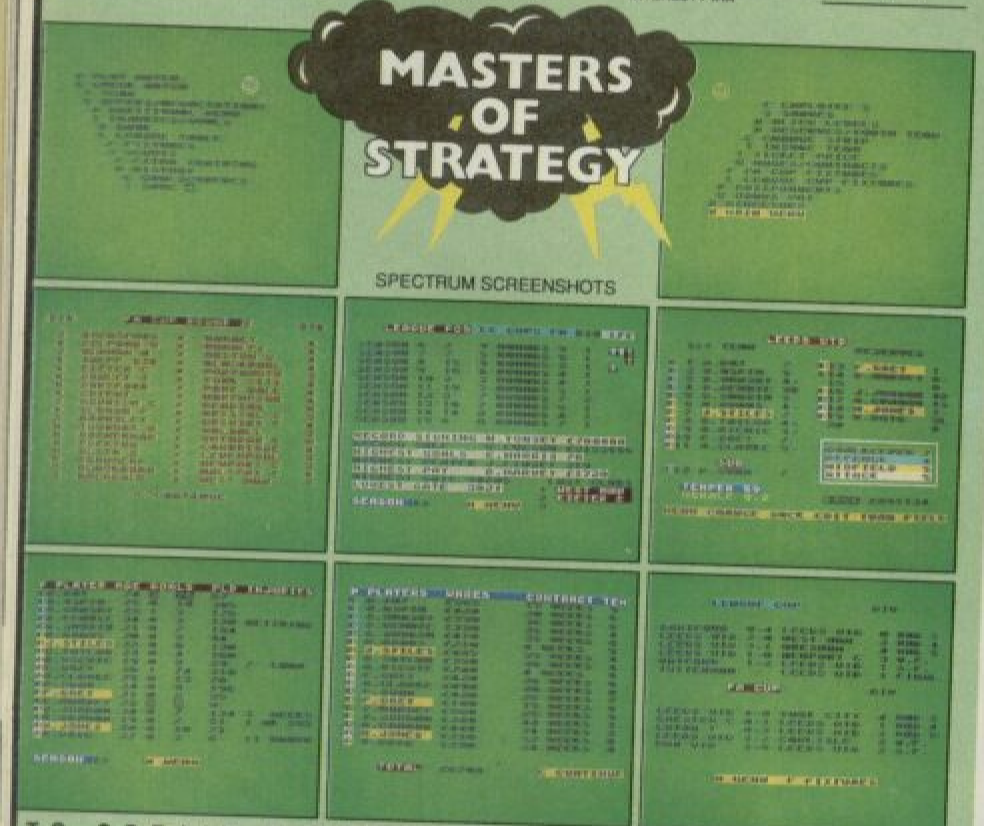
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1 **JAN '86** • Exclusive *Rasputin* cover game • *Fairlight* map • *Winter Sports/Saboteur* reviewed • David Crane interview • QL software buyers' guide.

2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

4 **APRIL '86** • *Sweevo's World* map • *Skyfox/Lord Of The Rings* reviewed • Art Studio tips • 128K Speccy reviewed • *Arcade Dream* — exclusive preview.

5 **MAY '86** • *Movie* map • *Batman* reviewed • Micronet feature • *Mike Gerrard* joins *YS* • Interview — *Ghosts & Goblins* programmers • Program Power — Fast Loader

6 **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.

7 **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.

9 **SEPT '86** • Wild 'n' wacky *YS* stickers — free ! • *Heavy On The Magick* map • *Jack The Nipper/Hijack* reviewed • *GAC* user's guide • T'zer's arcade action special.

10 **OCT '86** • G...sts 'N' Goblins map • T... ...t Escape/Trap Door review... ...plete *Elite* Hacking Away... 128K Speccy — opened up! • P...gram Power — Tune-A-Paté. SOLD OUT

11 **NOV '86** • *Dan Dare* map and review • S... ...Doo/TT Racer reviewed • S... ...+2 test-driven • *Devil's Crown*... ...ommando/Starstrike II* tips... ...dventures — Complete clue list. SOLD OUT

12 **DEC '86** • *Pyracurse* map • *Avenger/Uridium/Lightforce* reviewed • Music special • Reader Survey results.

13 **JAN '87** • *The Great Escape/Deactivators/Antiriad/Storm* maps • *Jewels Of Darkness* reviewed • *Trap Door/Equinox* tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

14 **FEB '87** • *Nosferatu* map • *Artist II/Gauntlet/Aliens* reviewed • *Uridium/Dynamite Dan 2/Knight Tyme* tips • Hard Facts special • *Short Circuit* previewed.

15 **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

16 **APR '87** • *Fist 2/Uridium/Dandy* — maps• *Enduro Racer/Rana Rama/Nemesis The Warlock* reviewed • Explode your phone bill — check out the Modem special • *Space Harrier/Star Glider* tips.



17 **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Gauntlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews • *Zub* and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur 2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

21 **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*

22 **OCT '87** • Exclusive megagame! Brillo *Batty!* • *Flash Gordon/Nemesis/Stormbringer* maps 'n' tips • Reviews of *Game Over/Catch 23* • Star-tips abundant in *Pitstop*.

23 **NOV '87** • Free! *Viz* comic! • Reviews of ...ame Over/Catch 23/Bounces/... ...d Athena • Megagames ... .../Mercenary • Who puked a... ...Towers? — Leisure Special • Tipped — *Zynaps/Exolon/Game Over*. SOLD OUT

24 **DEC '87** • *Play For Your Life* exclusive cover game • *Quartet/Jack The Nipper 2* mapped • *Out Run* — Christmas megagame • *Solomon's Key/Batty/Hive* tips and POKEs.

25 **JAN '88** • Exclusive *Moley Christmas* game • Maps for *Trantor/Flunky/Slaine/Indiana Jones* • *Gryzor* reviewed • Tips for *Aliens US/Renegade/Mercenary* and squillions more • Boardgame reviews.

26 **FEB '88** • Free rinky-dinky *YS* Badges • Colour maps for *Indiana Jones* and *Sidewalk* • *Inside Outing/Platoon/Combat School* checked out • Role Playing Games reviewed • *Freddy Hardest/Solly's Key* and *Mercenary* tips.

27 **MAR '88** • Colour maps of *Indiana Jones* and *Andy Capp* • *Rolling Thunder/Bedlam/Terramex* — megagames • Hardware round-up • Tips for *Thundercats/Out Run/Driller*.

28 **APRIL '88** • Special Joke Police Issue • Colour maps of *Platoon* and *Dan Dare II* • *Arkanoid II/Tetris/Firefly* reviewed • *Freddy Hardest/Garfield/Gryzor* tips • *Practical Pokes* Mega Multiface Special • Results of Game Of The Year.

29 **MAY '88** • Exclusive cover game *Blind Panic* • *Knightmare/Firefly* mapped • *Cybernoid/Ikari Warriors/Black Lamp* reviewed • Tips for *Garfield/Combat School/Bravestarr* • New! Rage Hard and Postmans Knock — regular round-ups of hardware and PBM • Adventure Holidays Special.

30 **JUNE '88** • *People From Sirius* Exclusive cover game • Colour maps of *Cybernoid* • *Karnov/Action Force II/Sophistry* megagamed •Loadsatips! • Comix feature — Superheroes start here.



31 **JULY '88** • Cracking cover game *International Cricket* • Colour maps of *Where Time Stood Still/Blind Panic* • *Bionic Commando/Crosswize/Target Renegade* megagamed •New! Only Kidding — Graham 'Galloping Gourmet' Kydd hosts a brand new column • Re-releases feature – Play It Again Sam.

32 **AUGUST '88** • FREE! *Smash Tips!* Parts one and two! The complete guide to Spectrum games, old and new. MEGA!• *Where Time Stood Still/Dark Side/Mickey Mouse* megagamed • *Cybernoid/Driller/Blind Panic* mapped • Perfect Printers? *Rage Hard* investigates



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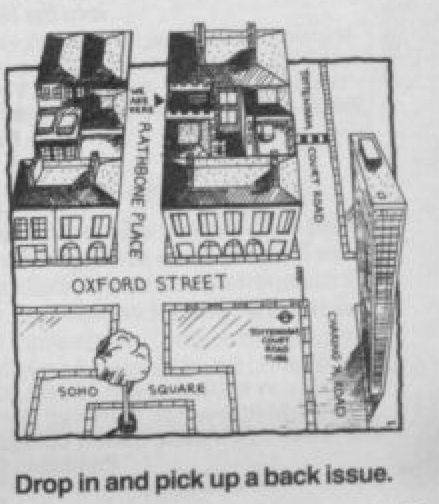
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Drop in and pick up a back issue.

COMPO WINNERS

I'm So Butch I Wear My Underpants Over My Trousers But Now I Want To Walk Like You, Ooh, Ooh, Ooh Compo

10-4 goodbuddy, three of us have won matched pairs of 2-channel CB walkie-talkies, come on. Breaker, an' that's not all, rubber ducky, we got 30 runners up who're checking out copies of GO!'s amazing *Captain America* game. Yee-har! Looks like we got ourselves a convoy...

Winners: Scott Wright, Carluke, Lanarkshire; Robert Redfern, Plymouth, Devon; Adrian Dellagrotta, Surbiton.

Runners up: Gerrard Damien, Coulommiers, France; S Smaller, Immingham, S. Humberside; Tom Price, Exmouth, Devon; Paul McGrory, Ballymena, N Ireland; Peter Timms, Mountain Ash, Mid Glamorgan; Ben Powell, Kettering, Northants; Andrew Thomas Dart, Paignton, Devon; Sarah Peevers, Little Kingshill, Bucks; Leo Polowiecki, Clapham, London; G Woodhouse, Shaftesbury, Dorset; Fiona Brown, Midlothian, Scotland; John Woodhouse, Darwen, Lancs; Jason De Jesus, London; Andy Whittaker, Low Moor, Bradford; Damen Berkeley, London; John Warden, Kettering, Northants; Jorge Limao Andsade, Portugal; Giles Hogg, Tamworth, Staffs; Paul Dunmore, Beeston, Nottingham; Stephen Thompson, Sunderland; Anthony Lopes, Swanley, Kent; Colin Moulds, York; Barry Gildea, Co Sligo, Ireland; S Roberts, Tain Ross-Shire, Scotland; A Bishop, Enfield, Middx; Brendon Higgins, Two Mile Ash; Andrew Stone, Swindon, Wilts; Paul Birleson, Co. Durham; S. Warren, Atherton, Lancs; John Peel, Blata L-Bajda, Malta.

The First Victim Of War Is Greed Gimme Gimme Compo

All you grunts who entered for the* Platoon *LP compo, face front! Okay, by the left, here are the ten winners:

10 Winners: Tracy Thomson, Rhyl, North Wales; Carl Thompson, Ryton, Tyne & Wear; MJ Davies, Heywood, Lancs; Stephen Henstead, Wigan, Lancs; I Chapman, Bridgend, Mid Glamorgan; Kevin Gentry, Westcliffe on Sea; Fiona Higgins, Brecon, Powys; James Glen, Waterloo, Liverpool; Steve Matsell, Baricing, Essex; Chris McGowan, North East Sutton, Hull.

I've Just Come From Russia With Gloves On Cos It's Very Chilly Compo

You karnov everything, as they say in the USSR, but one lucky winner is gonna get it all! Yes, here's the winner of the fab and brillski Karnov arcade machine, courtesy of the makers of the conversion, *Electric Dreams*. (Yippee!) But don't be downhearted, 'cos if you're lucky you might have just got one of 20 copies of the Lecky Dreams game, anyway! I think you know what to do, Comrade.

1st Prize Winner: Kevin Murray, Workington, Cumbria.

20 Runners Up: Alan Livesey, Whaley Range, Manchester; Verity Mellor, Royston, Herts; John Maris, Kenton, Middx; Owen Meadows, Raunds, Northants; Conny Ekedahl, Dalhem, Sweden; Terence Rowlands, Tarvin, Chester; J Marston, Wimbourne, Dorset; Richard Silk, Harbledown, Kent; Tony Jarvis, Wet Bromwich; P. Thorne, Watford, Herts; Jani Tuisku, Kurikka, Finland; Karn Hamilton, North Shields, Tyne and Wear; Gary Byron-Arnold, Chatham, Kent; Christopher Drommard, Micheldever, Hants; Nathan Jones, Lilleshall, Nr Newport; Gordan Paramos, Tyne and Wear; Daryl Baker, Minehead, Somerset; A Swankie, Motherwell, Lanarkshire; Dafydd Jones, Whitchurch, Cardiff; Bryan Meekins, St Albans, Herts.

Never Mind A Cup Of Tea, I Could Do With A D&D Compo

Have at ye, o foul stenching troll... or better still check and see if you're one of the proud owners of the* Basic Dungeons And Dragons® *Kit, which should keep you dungeon stomping for a good many months to come. Or perhaps you've won one of 10 copies of Electronic Arts'* The Bard's Tale? *Who can say, orc features? Stop reading this intro and dig into the listing, stupid.

Winners: C Richardson, Bexleyheath, Kent; Jesper Kristensen, Vodskov, Denmark; Sarah Wells, Plumpton Green; E Sussex; S Lilley, Rushden, Northants; Damian Lowe, Congleton, Cheshire; Matthew Beer, Folkestone, Kent; Colin Bilton, Doncaster, S Yorkshire; Owen Landon, Walsall, West Midlands; Lo Phillip, London; Khalid Jamil, Dollis Hill, London.

E-gnome-ous Gnine Gnome Compo

What ho? Are you a Gnome Ranger? Okay yah. Well, mater and pater Gnome have arranged for nine lucky winners of this Level 9 compo to get a copy of the as-yet-un-jolly-written *Gnome Ranger II* when it comes out, yah? Pretty waffing good, eh, chums? Haw haw.

Winners: David Morgan, East Kilbride, Glasgow; Peter Ties, Wyken County, W Midlands; Iain McNeil, Kirkcaldy, Fife; Paul Stanway, Bristol, Avon; Matthew Ray, Clanfield, Hants; Matthew Haswell, Isle of Arran, Scotland; M Sylvester, Sutton Coldfield; J Clark, Poplar, London; R. Davies, Pembroke Dock, Dyffd.

I'm As Sick As A Parrot, John, At Least As A Parrot Who Had Two Pints Of Pernod Last Night On An Empty Stomach Compo

I'll talk you through this goal, shall I, Brian... okay, well here I am in the box... I turn it round, do all the runnin', then I'm there and I done the skill... then I won five leather footballs, 30 copies of the Piranha* Roy Of The Rovers *game... except they don't have any on account of going outta biznis, so I got another Piranha game instead. Now over to potato face in the studio...

Five Winners: Jody Tidball, Middlezoy, Somerset; Robert Davies, Darlington, Co. Durham; Richard Catlin, Rugby, Warwicks; Paul Hollick, Ashurst, Hants; Steven Shaw, Blackburn, Lancs.

30 Runners Up: J Clark, Poplar, London; Edward Hoskin, Toft, Cambridge; Marc Runkee, Hull; Kevin Angus, Dyce, Aberdeen; Kevin Bates, West Bromwich, W Midlands; Susan Brown, Falkirk, Scotland; Callum Clifford, Clithero, Lancs; Andrew Dungey, Penryn, Cornwall; Alex McWilliam, Fintry, Dundee; Darryl Fickling, Wisbeech, Cambs; Gareth Riach, Aberlour, Banffshire; Colin McBurnie, Dewsbury; J Keenan, Horwich, Bolton; Rajan Khakjar, Rayleigh, Essex; Brian Corlett, Manchester; Paul Thurston, Gosport, Hants; Andre Knowles, York; Deelan Herdman, Belfast; Zishan Iqbal, Harlow, Essex; C Down, Thorverton, Exeter; Paul Turner, Marton, Middlesborough; J Kristofferson, Adderley Green, Staffs; Lexie Kerrigan, Strabane, Co Tyrone; Eliot Higgins, Wadebridge, Cornwall; D Chunn, Ilford, Essex; Mahmood Hussain, Sparkhill, Birmingham; Matthew Davies, Wellingborough; Lee David Fancett, Bootle, Merseyside; Mo Willey, Chessington, Surrey; John Hopper, Kilmahog, Perts.

Who Dares Wins Compo

All of you who entered this compo were Virgin on the ridiculous. But don't worry, 'cos we wouldn't Dare cause a fuss, 'cos the winner will be walking away with one of five Dan Dare Mega Packs, with a pair of books, t-shirt, posters... all kinds of stuff. I mean, even the runners up get 25 copies of Virgin's *Dan Dare II* game, so who are we to go Mekon a fuss? So here you are...

Five Winners of Dan Dare Packages: D Parker, Redhill, Surrey; Chris Giles, Almondbury, Huddersfield; Nicky Tompkins, Milton Keynes; Matthew Barton, Lifton, Devon; David Hall, Stretford, Manchester.

10 Runners up of Dan Dare T-Shirts and Posters: Steven Bailey, Newcastle Under Lyme, Staffs; Jorge Naia, Feteira-Azores, Portugal; Mark Cottle, Willenhall, W Midlands; James West, Beecles, Suffolk; John Thomson, Morley, W Yorks; B Porger, Liverpool; Paul Morris, Bushey Heath, Herts; Jeremy Glennon, Stockton On Tees, Cleveland; Stephan Peace, Tamworth, Staffs; James Reader, Whimple, Devon.

25 Runners up of copies of *Dan Dare II*: Richard Siviter, St Anns, Bangor; Andrew Dungey, Penryn, Cornwall; Andrew Forrest, Ardrossan, Ayrshire; Anthony Johnson, Willesden Green, London; Philip Yeates; Westcliffe, Dorset; Philip Merritt, Gravesend, Kent; Marc Durham, Lee On Solent, Hants; David Jennings, Rugeley, Staffs; R. Debell, Chatham, Kent; Gary Boydell, Prescot, Merseyside; Lexie Kerrigan, Co Tyrone; Charles Waters, Hassocke, W Sussex; Grant Ogilvie, Newport, Fife; Marcus Whitehead, Olney Bucks; Wasim Qureshi, Didsbury, Manchester; Paul Howard, Enfield, Middx; James Clark, North Allerton, N Yorks; C Eisby, Over Winsford, Cheshire; George Kavalieros, Rhodes, Greece; Andrew Seagrave, Birmingham; Damian Peacock, Oswestry, Shrops; Philip House, Breightmet, Bolton; Richard Marks, Helston, Cornwall; D Woodward, Stoke On trent; K Wilderspin, Great Paxton, Cambs.

Duba Dubba Dubba Dubba Compo

Dubba dubba dubba, slap, dubba, leap, swish, roooaaaarrr! A brilliant basket by the winner of this compo. And as their prize we'll be sending them Epyx's choice of a complete pro basketball kit, with boots, shorts, shirt, ball and even the hoops and net! Okay, now the runners up... rumble... moooo! Oh no, it's a stampede... or is it the London Marathon?... Quick, give them their 50 copies of* Street Sports Basketball *before they trample us to guacamale...

Winner: David Alan Wood, Felling, Tyne and Wear.

50 Runners up: Jamie Wilson, Pill, Bristol; R Drage, Stockport, Cheshire; Carl Brookman, Grangetown, Cardiff; Steven Godsman, Skene, Aberdeen; Sarah Peevers, Little Kingshill, Bucks; Stephen Rees, Dyfed, Wales; Neil Ogden, Wirral; Brent Doyle, Burnley, Lancs; P Pritchard, Penn, Wolverhampton; R Hewit, Cornwall; Adrian Brearley, Old Trafford, Manchester; Andrew Scoutfield, Barnstaple, N Devon; Christopher Stanley, West Redditch, Worcs; Ben Lumsden, Sedburgh, Cumbria; Keith Flynn, County Waterford; Matthew Temple, Auckland, New Zealand; Jonathan Kerr, Co Antrim; Paul Hewitt, Bransholme, Hull; Karl Bunyan, Langworth, Lincoln; Alex Darton, Plymouth, Devon; Edward Anyaiji, London; J Dowler, Barwell, Leics; Thomas Kiraly, Budapest, Hungary; Roy Roberts, Old Mixon, Avon; Arlene Bryson, Castle Douglas, Kirkcudbrightshire; M Davies, Heywood, Lancs; Simon Peacock, Sunderland; Simon Greig, Lydney; Philip Merritt, Gravesend, Kent; A Seagrave, Birmingham; Roy Bolas, Newport, Gwent; M McGee, Dudley, West Midlands; F Hewitt, Hemsby, Gt Yarmouth; Michael Lane, Scunthorpe, South Humberside; James Evans, Welshpool, Powys; Duncan Morrissey, Swinton, Manchester; Paul Bristow, Greenock, Scotland; Daniel Bees, Stanmore, Middx; Colin Bennett, Borehamwood, Herts; Jason Smith, Buckingham, Bucks; Luther Jones, Sutton In Ashfield, Notts; Adam Coole, Hastings, E Sussex; Kevin Williamson, Peterborough; Adam Taylor, Cirencester, Gloucs; Chaz Gray, Cambridge; Edward Finch, Walton On Mare, Essex; Chris Millar, Lochvale, Dumfries; Mark Davies, London SE9; Hal Maughan, Thetford, Norfolk; Naomi Hookham, Bristol.

If A Picture Launched A Thousand Ships Phil Must Be A Dinghy Compo

Stone me, it's David Bailey... no it's not, it's the winner of the Vivitar PS35 Autofocus 35mm camera. And who's that smiling and saying cheese? It looks like 50 people holding copies of Grand Slam's *Terramex!* Cor, and they all look like George Cole...

Winner: Fiona Robertson, Broughty Ferry, Dundee.

50 runners up: Stephen May, Gerrards Cross, Bucks; Jenny Aldous, Norwich, Norfolk; Simon Turner, Wakefield, W Yorks; James Barrowman, Denny, Stirlingshire; Lee Calladine, Alvaston, Derby; AT Green, Glenrothes, Fife; Christopher Pinheiro Santos, Setubal, Portugal; Martin Jones, Burton on Trent, Staffs; A McClfnnan, Southwick, Sunderland; A McWilliam, Muirton, Perth; John Pagan, Barrow in Furness, Cumbria; Gareth Cridlamd, Nailsea, Bristol; Max James Rhodes, Weston Super Mare, Avon; Robert Hamblett, Toxteth, Liverpool; Adrian Reeve, Swansea, S Wales; Nicholas Lowe, Blackley, Manchester; Lisa Hartley, Swinton, Lancs; Shaun Fullard, Chorlton, Manchester; Guy Keogh, Blackburn, Lancs; Andy MacLellan, Joc Maastricht, Holland; Joshua Lyon, Broadstone, Dorset; Thomas Porter, Huntingdon, Cambs; James Ness, Buckingham; Gareth Teague, Nailsea, Bristol; Rhodri Bowen, Trebanos, Swansea; Stuart Low, Angus, Scotland; Julias Nelberg, Winterslow, Nr Salisbury; Darren Tuffery, Berk Hamsted, Herts; A Merser, Thornaby, Cleveland; Chris Watson, Needham Market, Suffolk; AJ Sands, Bournemouth, Dorset; Robert Harries, Newport, Gwent; Rui Manuel Inacio, Almada, Portugal; Ben Yeomans, Dursley, Glos; G Ebbelwhite, Skelmersdale, Lancs; Matthew Haswell, Isle of Aran, Scotland; Stephen Henstead, Wigan, Lancs; Anthony Davis, Upper Basildon, Berks; Andrew Thorpe, Whitwell Worksop, Notts; Philip Edwards, St Helens, Merseyside; Carl Morris, Rochdale; John Burgess, Taunton, Som; Jonathon Lamb, Poynton, Cheshire; P Vince, London; Rhys Smithson, Sherrness, Kent; David Hall, Wakefield, W Yorkshire; Alan Jones, Upper Benefield, Northampton; Alex Bushell, Andover, Kent; Scott Wilson, Cambuslang, Glasgow; Simon Cooke, Cheadle, Cheshire.

She's Called Halo, But She Ain't No Angel Compo

Halo, I love you, won't you tell me your name... or better still, let's hear it for the five people who've won the set of three Halo Jones graphic novels. Ah, okay, so there is a problem with the non existence of the* Halo *Jones game... but once again, Piranha, or what's left of them, has promised to give away some replacement Piranha games. Ahhh... innat nice?

Winners: Paul Beasant, Co Antrim; Andrew Goodgame, Fulham, London; Evan McKensie, Lochvale, Dumfries; Jason Grubb, Redditch, Worcs; Asif Mulla, Blackburn, Lancs.

Runners up: Laurence Sheedman, London; J Bragg, Ilford, Essex; Michael Turner Pontefract, Yorks; Mark Burrows, Wallington, Surrey; Ron Gumming, Leeds, Yorks; Mikko Kropsu, Tornio, Finland; John Warden, Kettering, Northants; Stephen Smith, Salisbury, Wilts; Milo Steeden, Tonbridge, Kent; Alex De La Salle, Poole, Dorset.

Gimme Gimme Gimme A Halo Jones Game Compo

It seems to us that every creep in The Hoop entered for this one, in the hope of getting their claws on one of 10 copies of the *Halo Jones* game... er well, it seems that Piranha have gone out of business and so the Halo game wasn't finished. Never fear, the winners will get a Piranha game as a prize. It just won't be *Halo Jones*, that's all! Sorry 'bout that.

And the winners are: Richard Harland, S. Wirral, Cheshire; Niels Gudegast, Marple, Cheshire; 'Rebel' Ash, Andover, Hampshire; Glenn Gibney, Woodburn, Co Antrim; A Hulmes, Timperly, Cheshire; Scott McGlashan, Kings Park, Glasgow; Paul Poulton, Birmingham; Tony Giscombe, Droitwhich, Worc.; Richard Pearson, Chelmsford, Essex; Nicholas Young, Saddleworth, Lancs.

Please Send Me The Brilliant Pocket Colour TV Set Pretty Please I'll Be Your Best Mate Compo

This really was the best prize we've offered in a compo for some considerable time, a one-off Casio TV 400 pocket colour TV, plus some runners up prizes (puff, wheeze) of 50 copies of GO's* Side Arms *arcade conversion. Berilliant.

Winner: Paul Hunter, Morecambe, Lancashire.

50 Runners up: Brian Sherry, Laindon, Essex; Philip Kelly, Wilmslow, Cheshire; Lee Perkins, Nailsea, Bristol; Ben Wright, Chelmsford, Essex; Daniel Cartwright, Keyworth, Nottingham; Barry Gorman, Lisburn, Co Antrim; Mrs T Warwick, Watford, Herts; David Glover, Anfield, Liverpool; Michael Greer, East Barkwith, Lincoln; Christos Roussou, New Malden, Surrey; G Gittins, Hinckley, Leics; Farhad Islam, Dewsbury, Manchester; Mark Brent, Davyhulme, Manchester; Paul Clark, Hexham, Northumberland; Douglas Williamson, Greenock, Scotland; Leigh Corbishley, Urmston, Manchester; David Dungey, Brigstone, Isle of Wight; PS Thorne, Watford, Herts; S Braddick, Mexborough, S. Yorks; Alan Campbell, Cheltenham, Glos; Chris Elliott, Castleford, W. Yorks; Gillian Willmott, Poole, Dorset; E. Robinson, Haywards Heath, Sussex; Simon Barnett, Solihull, W. Midlands; Tony Wilby, Newcastle; Andrew Wallis, Northern Moor, Manchester; Crispin Brooks, Tadley, Basingstoke; IH Bailey, Palmerston North, New Zealand; Ben Mainwaring, Bourne End, Bucks; A Bain, Hartlepool, Cleveland; Nicholas Atkins, Loose, Maidstone; Paul Heester, Leyton, London; Ronald Smith, Arbroath, Angus; Daniel Finney, Walthamstow, London; Simon Crabb, Bancroft, Milton Keynes; Gavin Prior, Southshore, Blackpool; Jason Rennie, Bridge of Allan, Stirling; John Keeble, Felmores West, Basildon; Martin Payne, Portsmouth, Hants; David Merrett, Rayleigh, Essex; C Brooks, Salford; Simon Crawford Jones, Beddau, Nr Pontypridd; Kevin Brough, Greenleys, Milton Keynes; George Worley, Cheltenham Est, London; Matthew Denton, Melton, Woodbridge; K Booth, Sheffield; James Hunter, Fortrie, Aberdeen; Debra Holmes, Bodiam, Robertsbridge; Christopher Tilmouth, Edinburgh; Darren Lessman, London.

Psssssssttttttt!

DAVID COLEMAN: Weeellll, hello. And welcome to, eeerrr, *A Question Of Sport.* Today, Emlyn is joined by Daley Thompson, arguably the best field and track competitor in the, eeeerrr, entire world. Quite extraordinary.
DALEY: Thanks David. Pleasure to be here.
EMLYN: (High pitched squeal) He's done good, Dave. Hahahahahahahahaha hahahaha!!!! (High pitched squeal)
COLEMAN: And Bill is joined by, eeerrrr, well, this is absolutely incredible, Bill is *also* joined by, eeerrrr, Daley Thompson, arguably the best field and track competitor in the entire world. This is absolutely extraordinary. Incredible.
DALEY: Thanks David.
BILL: (Slowly) Yes.........I....... um.......think.......
EMLYN: (Squeal) The lad's done good, the lad's done good, hahahahahahahahaha hahahahahahaha. What happened next? Hahahahaha hahahahahah. (Squeal)
COLEMAN: Eeeeer, extraordinary. Indeed, and now it's time for 'what happened next?' Just watch this — it's unbelievably incredible.
Film clip shows Daley Thompson launching a javelin into the sky...
COLEMAN: So, what, eeeerrr, happened next?
BILL: (Glacially) Ha....Ha.... Ha....um....I....don't....know....
EMLYN: (Squeal squeal) Hahahahahahahahahahaha. The lad's 'ad too much Lucozade, Dave, the lad's 'ad too much Lucozade. Hahaha hahahahahahahahahahaha. (squeal)
COLEMAN: Eeeeeerrrr, wrong I'm afraid Emlyn. Daley?
DALEY: The javelin landed.
COLEMAN: Eeeeeerrrr, yes, eeerrr, but what happened next?
DALEY: I won the 1984 Olympic decathalon and got to appear in a computer game by Ocean. Then, in 1988 they did another one — it's out now.
EMLYN: (Squeal) Hahahaha hahahahaha. He done good.

'Done good' he most certainly did. And you could find yourself doing pretty good too. Cos thanks to those generous chaps at Ocean, we've got a Sony 'Sports' Walkman and a sports bag up for grabs. Not any old empty sports bag, though. Oh no, matey. This sports bag is stuffed full with goodies. There's a tracksuit top, tracksuit bottoms (ooer), sweatbands, plus loads more too. Spiffing stuff. And that's not all — 10 lucky runners up will each receive a copy of Ocean's latest Daley game, *Daley Thompson's Olympic Challenge.*

Win! Win! Win!

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YS COMPO

Wotcha Gotta Do...

Daley Thompson's pretty good at throwing things and one of the things he's *really* good at throwing is the javelin. Have a quick butchers at the piccie and you'll see Daley about to launch an unsuspecting aluminium pole at the heavens. Where's it going to land though? Daley hopes it's going to land on another planet, but you'll have to be a touch more realistic if you want to win any of our prizes. Yes, you guessed. It's 'x' marks the spot time. Suss out (taking into account all the visual 'momentum' and 'direction' clues) exactly where you think the javelin is going to end up. Then get a pen and mark the spot with a cross. Stick the finished coupon on a discus and send it to Huff Puff Pant Wheeze Heeeeeeeeeeeeeeeuuuuuuuh Roooooooooaaaaaaarrrrrrrrr!!! Compo, *Your Sinclair,* 14 Rathbone Place, London, W1P 1DE. And make sure it lands here by 30th September, 1988 or you won't qualify.



ILLUSTRATION: NICK DAVIES

Small, Medium or Large .... Waist Size .... Shoe Size ....

Name ....

Address ....

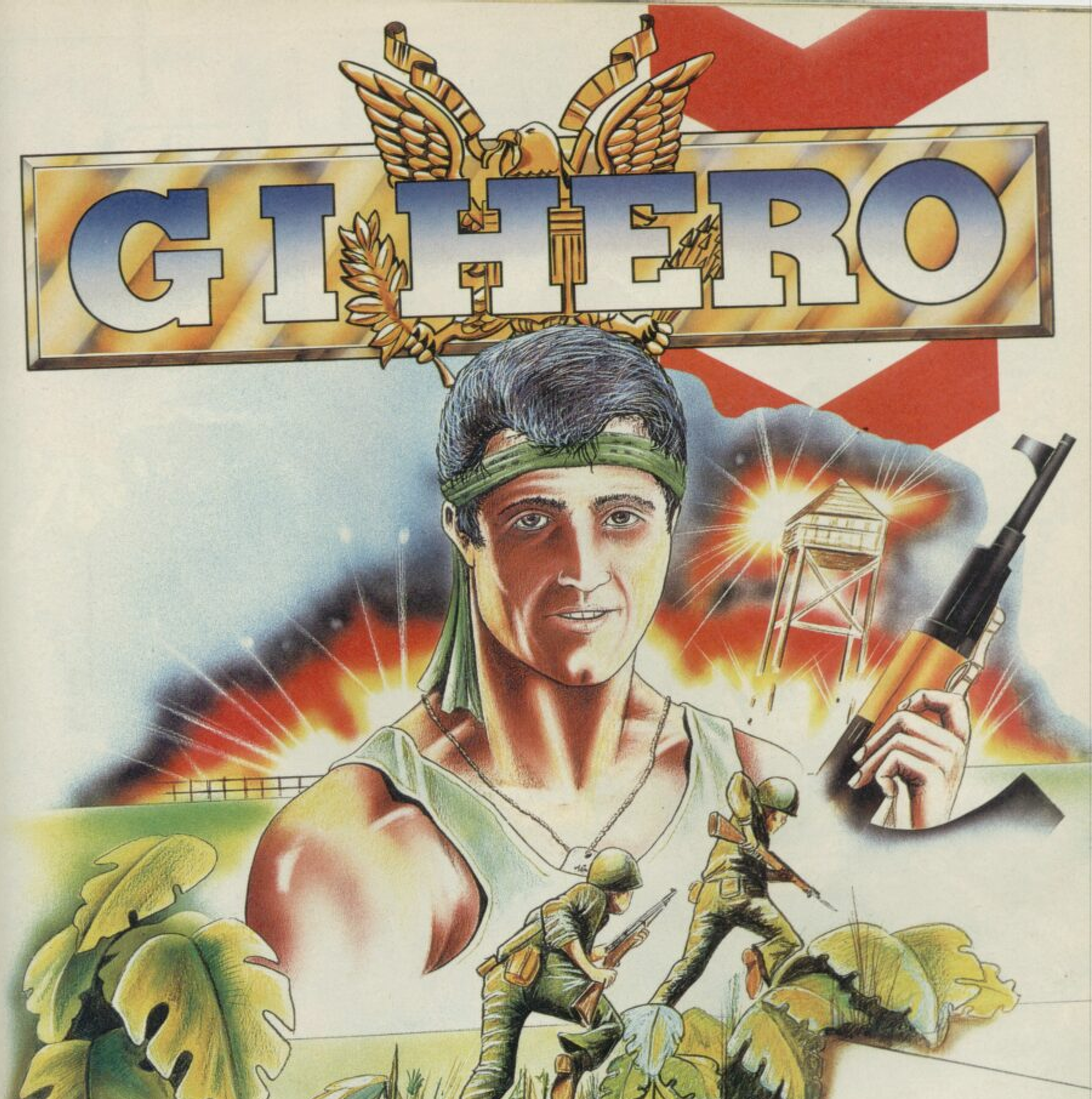
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TIE-BREAKER: How many times have we said the word 'Eeeeerrr' (including that one) on this page? ....

Rules

- Athletes affiliated to Dennis Publishing or Ocean Software are barred from entering this event.
- Make sure your entries cross the finishing line by September 30th, 1988 or you'll be disqualified.
- The Chief Adjudicator's decision is final, and any sportspeople caught cheating will be barred.



A-812387 touched down without a sound. Parachute hidden safely away, he surveyed quadrant 'X' with the steely gaze of a professional killer. The task was hard, some would say impossible, but to a special operations agent the impossible was merely a way of life.

The brief had been simple, recover the vital NATO documents — and of course, those three familiar words on which A-812387 thrived . . .

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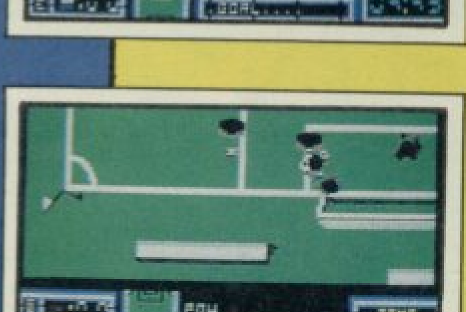


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GREMLIN

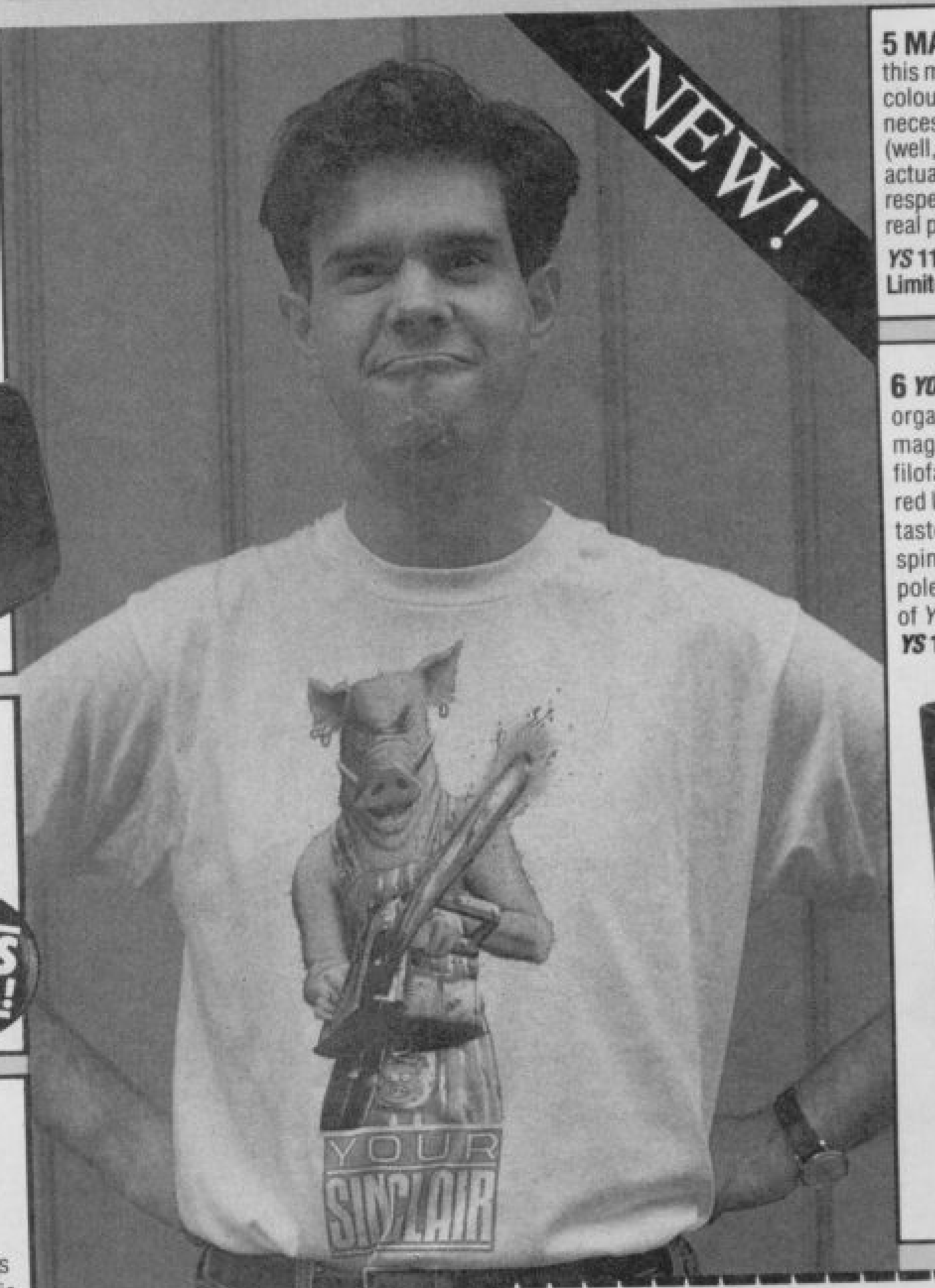
Screen shots from CBM 128 version

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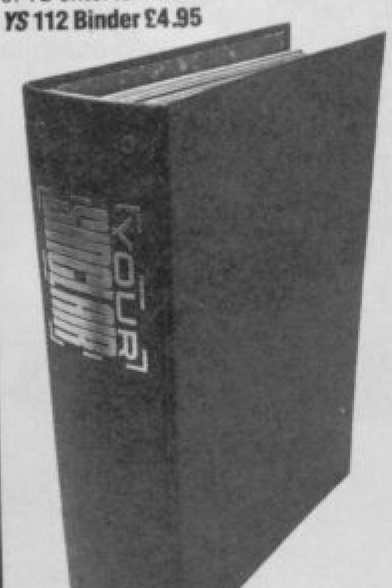
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SCREEN SHOTS

PART TWO

THE FURY

Martech/£8.95 cass/£14.99 disk

Jonathan I was a little surprised when I first loaded this one up. No small, fluffy animals to be seen. And the packaging looked a bit inappropriate as well. I concentrated for a while, and then it clicked... 'Furry' is spelt with a double R.

What with the multitude of mostly-identical racing games currently available, wouldn't it be nice if someone took the old format by the ear and gave it a good tweaking? Well, by jingo, that's exactly what Martech has done! In *The Fury*, not only do you have to beat your opponents to the finish line, you've got to beat the lard out of 'em as well! This is what the punters have been crying out for.

In case you weren't aware, and I certainly wasn't until now, by the year 2045 the hip thing to do at the weekends will be Rim Racing. What this involves is driving your liquid-nitrogen powered car around the Rim, which is part of an artificial planet called Devs, which in turn orbits Jupiter. (Cynical cough!) This form of sport is going to receive blanket coverage in the media, possibly becoming even more popular than *Gardener's Question Time*, mainly due to a weird phenomenon called 'The Fury', which pops up and whisks people away mysteriously in the middle of the race.

Of course, simply whizzing round a track could get a little tedious after a while, so drivers are given the option of fitting weapons to their vehicles. By this stage you'll probably have noticed the slower cars that trog around the track, are piloted by the learner-drivers, known as Noids (or Nerds if you live outside New York). Line up behind one, blip the fire-button to activate your cannon/flame-thrower/missile and Fatoom! No more Noid — but loadsa Galactic Groats for your Junior Savers Account.

Ah yes, the money (listen good, 'cos this is the Strategic Bit). Having acquired a good supply of the folding stuff, by winning races and blowing people up, you'll then be able to nip down to the shops and spend it. A new car might be nice, if you can't be bothered to get the old one fixed. Oh, and some petrol (sorry — liquid nitrogen) to go in it. And what about a machine gun? Or an escape pod for the hairier moments? Needless to say, the more dosh in yer posh, the flashier the car you'll end up with.

You probably won't know it, though, as judging by the weedy little sprites everyone's driving round in a Skoda or something. I might even go so far as to say that some of them bear a startling resemblance to the Reliant Robin! (A joke: What do you call a Reliant Robin with twin exhausts? A wheelbarrow!)

Luckily, graphics are of little importance in this case. What matters is how it plays. And eeerm, it's not too bad, actually. The opposing cars move a bit randomly, and it can be frustratingly tricky to get through the first few levels, but after getting over the hurdle of the first three races or so, the game really opens out and becomes quite enjoyable.

As in the best games, practice makes perfect, and you'll need more than just a fast joystick-wibbling hand to make progress. A good dollop of patience would also help, as my Speccy came perilously close to being hurled through the window on a number of occasions. If you think you're up to it (fnar), *The Fury* is well worth the outlay.

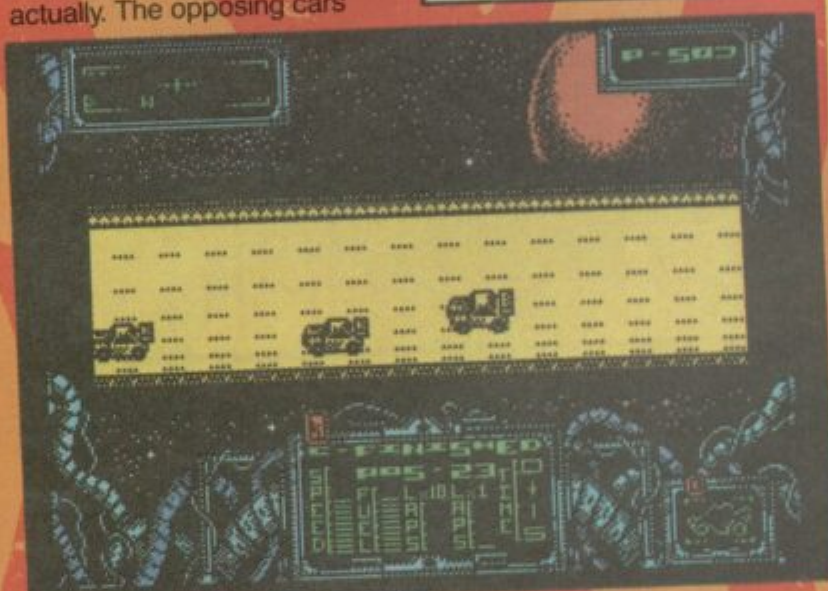
Oh yeah, and if anybody EVER calls me 'Jon-Boy' again...

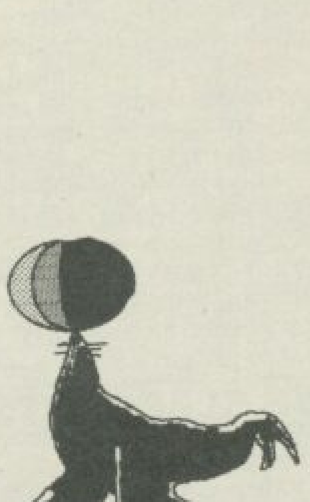
YS CLAPOMETER

A nice blend of arcade and strategy, shaken not stirred.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8





YS Seal Of Approval

All games reviewed in Screenshots are finished products.

ALTERNATIVE WORLD GAMES

Gremlin Graphics/£7.99

Ben 'n Skippy The roar of the crowd. The taste of victory. Speed, sweat, steroids...sports sims. And here's another of them. *Alternative World Games* from Gremlin.

The inlay says that *Alternative World Games* will 'recapture the very essence of competitive sport', it also says that *AWG* will get you in the sack — but we wouldn't put much hope on it doing either.

There are eight events collected together in *Alternative World Games*, each is loaded individually and has its own fab tune. The control technique is similar to that used in the later 'Games' games (*Summer Games, World Games*, etc) as opposed to the *Hypersports* destructo-keyboard/joystick method. Believe me it ain't easy, responsiveness isn't one of the game's better points.

The events are as follows:

The Sack Race: A straight-forward two-player obstacle race against the clock. As the players hop along, the screen scrolls right revealing manholes which open up in a bid to trip you over.

Pile of Plates: A single-player race against the clock. More plates mean more points but a higher stack of crockery is a lot harder to handle.

Boot Throwing: Time your keyboard jabs carefully to correspond with your character's boot spinning, press fire when your power (shown underneath the playing area) is as high as it's gonna get and the boot'll go sailing off into the distance.

River Jump: The basic idea is to take a running jump over a river using a long pole to give you a bit of lift. Speed and timing are crucial if you're to qualify.

Pole Climbing: The very strange controls and illiterate instructions (even by our standards) made this event all but unplayable, but more about that later.

Run up the Wall: Without doubt the weirdest event in *AWG*. You first have to retrieve your hat from a parrot who flaps around at the top of the screen just out of reach. The next step is to catch the hat on your players head and then pummel the hell out of your keyboard to build up speed. A couple of nifty keyboard jabs later and you've got your hat stuck halfway up a wall.

Pillow Fight: No sports sim is complete without a bash 'em up. And even if you're a girly pacifist you'll be happy with this one — what more could you ask for than pillow fighting on a Gondala in Venice (what Venice has got to do with pillow fighting I'll leave you to decide).

Pogo: The last on the tape, but by no means the least, ('cos they're all as bad as each other) is a race against the clock to burst all the balloons in the playing area.

The front end has been well thought out and is in itself quite entertaining.

The event selector is also fun to play around with. As per usual for this sort of game you can choose to play or practice any of the events in any order. The screen is split up into nine with each section representing an event, choose an event and a short video sequence of it appears on its screen.

Getting into the game is made very difficult by the abysmal instructions, we were actually very surprised that something so badly written and un-informative could actually come from a software house as big as Gremlin, perhaps the inlay writer was having a bad day.

In fact, all of *AWG*'s eight games have three basic problems; graphics implementation and playability. The graphical style used throughout *AWG* is chunky and undetailed. The backgrounds are ugly and the scrolling, where there is any, is as jerky as a go-go dancer with hiccups. *AWG* offers nothing but heartache, hassles, a few neat tunes and a chance to sully the sacrifical altar.

YS CLAPOMETER

A poorly-implemented sports sim that's about as alternative as Ben Elton!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

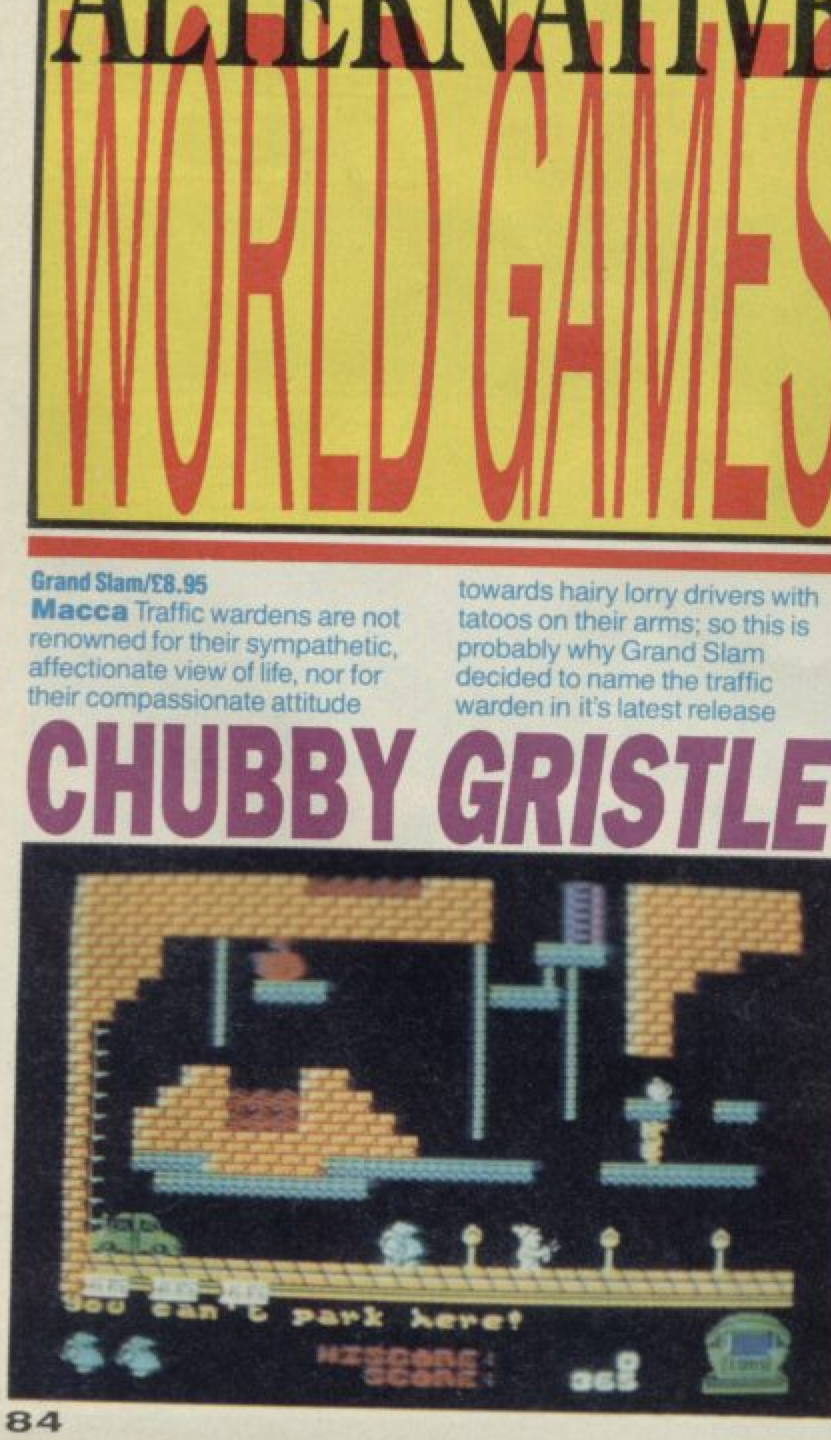
3



CHUBBY GRISTLE

Grand Slam/£8.95

Macca Traffic wardens are not renowned for their sympathetic, affectionate view of life, nor for their compassionate attitude towards hairy lorry drivers with tatoos on their arms; so this is probably why Grand Slam decided to name the traffic warden in it's latest release Chubby Gristle. (Obviously a reference to the typecast view of blubbery wardens with the personality of an onion and physical attributes of a cardboard box! But despite the inventiveness of the title, the game falls short by several light years in originality, brilliance and general appeal.



Skimming over the surface of this game, you'll discover that what you have is nothing more than another platform game. A wandering succession of gruesomely-coloured screens populated by such things as scissors and amorphous ant-eaters — the usual platform clichés. Of course, you also have your little flashing objects which you must collect by manoeuvring your plump form between two colliding saucepans. Hazards include water, lava and something hot and aqueous, which drops onto yellow concrete, as well as one-way moving ladders — all very rudimentary.

Your character is a small, rotund person who moves quite smoothly and responsively. The action is placid. Sounds are restricted to beepy leaping trills and doleful beepy death noises, all pretty antiquated and very . . . well, beepy.

The game is essentially *Auf Wiedersehen Monty* with the setting, purpose and attractiveness of the Gremlin game replaced by blunt screen design, reiterated plot and languid gameplay.

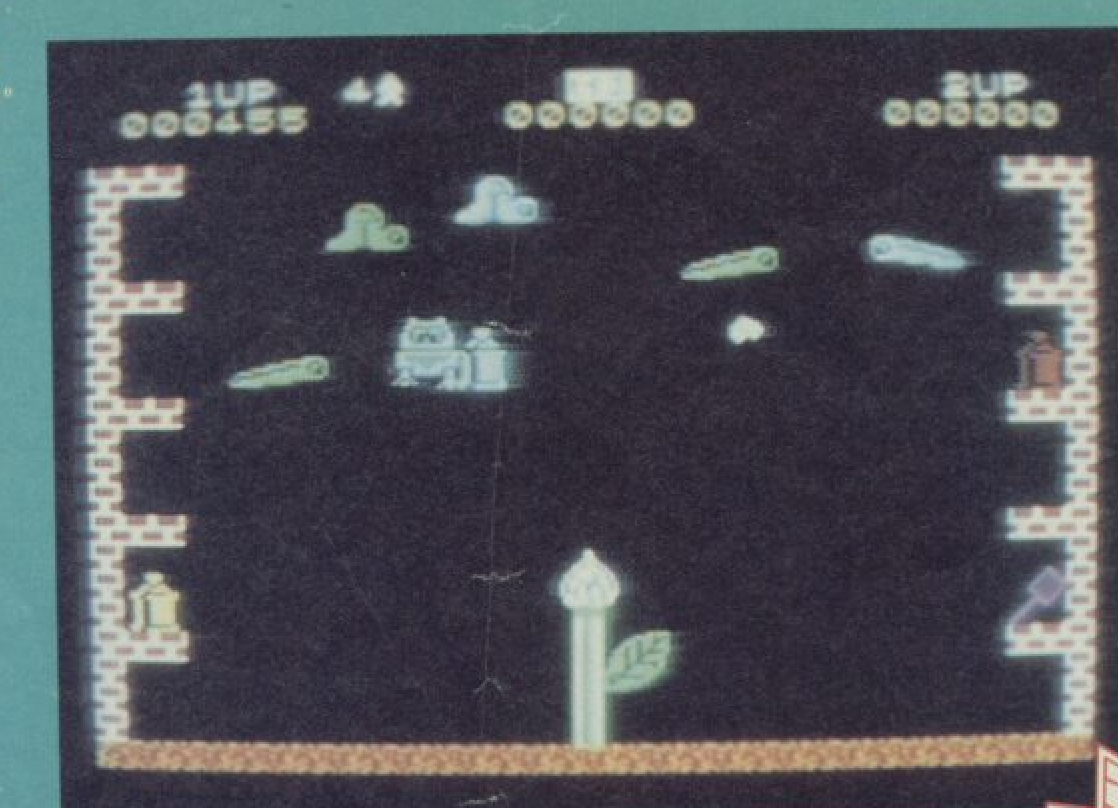
YS CLAPOMETER

An arid game: dried-up gameplay, desiccated graphics, not one to quench your addictive thirsts.

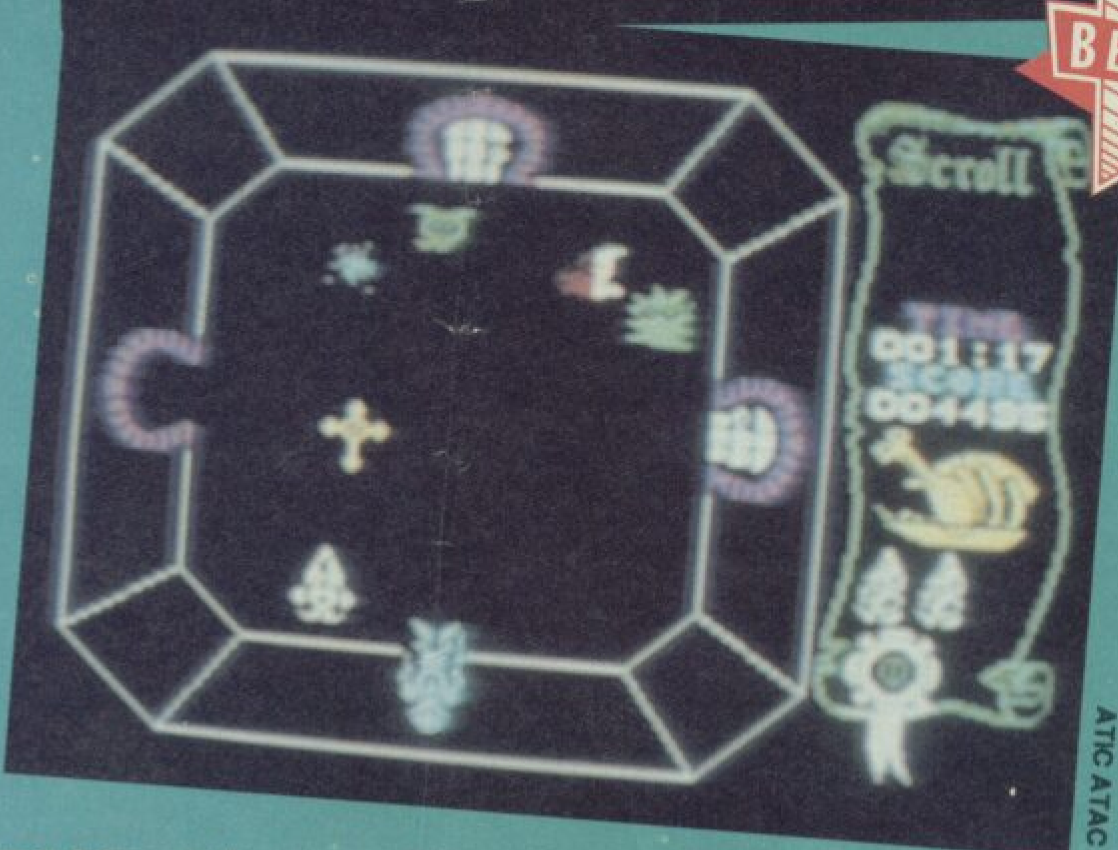
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

ULTIMATE THE COLLECTED WORKS



PSSST



ATIC ATAC



JET PAC

SABRE WULF

YOUR SINCLAIR BEST BUY

US Gold/£14.99

Duncan: In the beginning, Ultimate saw the Sinclair Spectrum and it knew that it was good, and so it said unto itself, "Let there be games, and let the games be good too."

And, lo and behold, the games *were* good. Very good in fact. And now they're all out again in one box. Hoorah!!!

If you've had your Speccy for absolutely yonks and yonks, then the chances are that you'll own all these games already. So what are you reading this for? Go away at once! This is for people who *haven't* seen these games before! Go on, scram . . . Pronto!

Have the scoundrels gone? Good — then I'll begin.

Once upon a time there was a software company that made 2D games that everybody talked about. The games were crisp, slick, simple and downright addictive. Quite a good formula really, wouldn't you agree chumbos?

Anyway, one bright sunny day — when everybody thought the Speccy had been pushed, graphically, as far as it would go — this software company released a stunning new game. The game was called *Knightlore*, the company was called Ultimate and the game view was called 'Isometric Projection'. Yaaahhooooooo!!!! 3D had happened! You could walk in front of things, behind things, in fact you could even move things around and stand on them. It was the game that spawned a squillion copycats — a new genre had been created. Well done Ultimate!

So from Ultimate's cheerful 2D dawn to its climatic 3D sunset, there are 11 of its games bunged together in this one package. Have they stood the test of time? Let's have a butchers.

Cookie You control Cookie, a little chef (not a Happy Eater). Zoom around the screen shooting the floating ingredients into the bowl at screen bottom. Avoid the nasties. Totally simple, nice to play and hair-raisingly addictive.

Pssst You want your seed to grow into a nice big juicy sunflower. Trouble is that worms, wasps and all manner of bugthings want to eat it. Keep the heinous pests at bay with the sprays, poisons and swatters you have at your disposal. Again, totally simple and addictive.

Tranz-Am A 'view from above' car game/collect 'em up. Whizz around the USA collecting goblets while avoiding the ground features (cacti and so on) and the enemy motors.Erm, not the best game on the compilation actually.

Jet-Pac Single screen with three platforms. Collect the falling fuel cannisters and take them to your space-rocket. Vape anything that moves, or it will vape you. Simple, fun and addictive.

Lunar Jetman *Jet-Pac* with knobs on. Scrolling landscape, vehicles to enter and drive, things to collect and loads to avoid. I found it incredibly difficult to play, and preferred the simplicity of *Jet-Pac*. But that's just me . . . simple.

Atic Atac Run furiously through a giant maze-like complex of rooms in your search for the three parts of the golden key (which allows you to escape from the castle). A viewed from above zapping/avoiding/mapping/collect 'em up. Fast and furious and great fun, although a bit dated.

Sabre Wulf *Atic-Atac* in the jungle.

Knight Lore One of the most important (and best) games ever written for the Speccy. Move through the 3D castle collecting orbs, chalices and such like. When ('if' more likely — haw haw), you've got them all, bung them in the wizard's cauldron.



Just getting through some of the rooms seems almost impossible. Brainblendingly brilliant stuff. The game that inspired *Head Over Heels*. Graphically superb. Still stands up today (fnar).
Alien 8 *Knightloreish* 3D jolly japes, but this time set on board a giant spacecraft. Kill roving aliens and re-activate the many de-activated things that you need to bring the ship into a safe planetary orbit. Even harder than *Knightlore*!
Nightshade Another *Knightlore* clone, this time set in an enchanted village. Everybody here seems to be very poorly. Evil spells have been cast — and guess what, chum . . . you've got to uncast them and clean the village of evil. Blimey.
Gunfright! Yeeee haaaaa! It's wild west time. Guide the sherrif around the town looking for the baddies on the 'wanted dead or alive' posters. Graphically, again, in the *Knightlore* mould, and jolly fun too.

This compilation offers many things, but I think the overall emphasis has to be on playability — there's enough here to keep you chained to your keyboard for several millenia. Okay, so there are a couple of slightly duffo games, but that still leaves nine good ones. For my money it's almost worth buying this for *Knightlore* alone — so with all the others it's got to be a steal. Go get it.

YS CLAPOMETER

Wazzy compilation of some of the best games written for the Speccy. If you've never seen the Ultimate games, then get this!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

MARAUDER

Hewson/£7.99

Sean In aeons past, when you could go to watch Bolton Wanderers in Division One, get a round in and still have change from a thruppeny bit, a cruel and despotic civilisation stole the Jewels of Ozymandius. They then proceeded to bury them deep beneath the multiple defences of the planet Mergatron.

Anyway, time passed, and to cut a long story short, the price of a pint went up, Bolton Wanderers got relegated, and the cruel and despotic civilisation went the same way as most others — to pot — and left the Jewels just waiting for a brave but stupid hero to try and get them. Stupid? Well, you gotta be a spanner short of a full tool kit if you want to try to get past Mergatron's automatic defence mechanisms.

For a start there's the Atomic Disruptors and Molotov Cocktails. These are fixed base gun turrets which start firing bullets with a deadly accuracy as soon as you appear. Then there's the missile turrets, which launch deadly homir.g missiles at you, as well as moving tanks, which fire bullets. Staying still for too long is ill advised. Why? 'Cos an aeroplane will drop a bouncing bomb on you! And should you manage to reach the end of a level, you will encounter legions of meanies just waiting to redistribute your corpuscules in a random manner. That's the bad news, what about the good?

Well, you do have five smart bombs at the beginning, which will clear the screen of all but the end-of-level meanies. And glowing defence beacons are encountered along the way, which, depending on their colour, aid or hinder your advance when shot. Red beacons deliver an extra smart bomb while purple loses a life and so on. An interesting development occurs when blue beacons are destroyed — the controls are reversed, meaning a forward push on the joystick sends you backwards (confused? you will be!).

Enough of the game, I hear you cry, how does it play? As good as Wimbledon in a Cup Final, that's how. The graphics are really good and varied on the three levels which I managed to see. Level one is on a sort of platform, two is the planet surface, and three, looks like a roadway.

Colour is also used very effectively considering the Spectrum's limitations. There is a great amount of detail, and the thoughtfully used animation all add to the atmosphere of the game. Sound is the usual splodgy noises, but this goes largely un-noticed as you get progressively sweatier palms —being a hero sure takes it out of you. The ship is very responsive and manoeuvrable, although one tiny niggle is that the missiles or bullets would destroy the ship before contact occasionally.

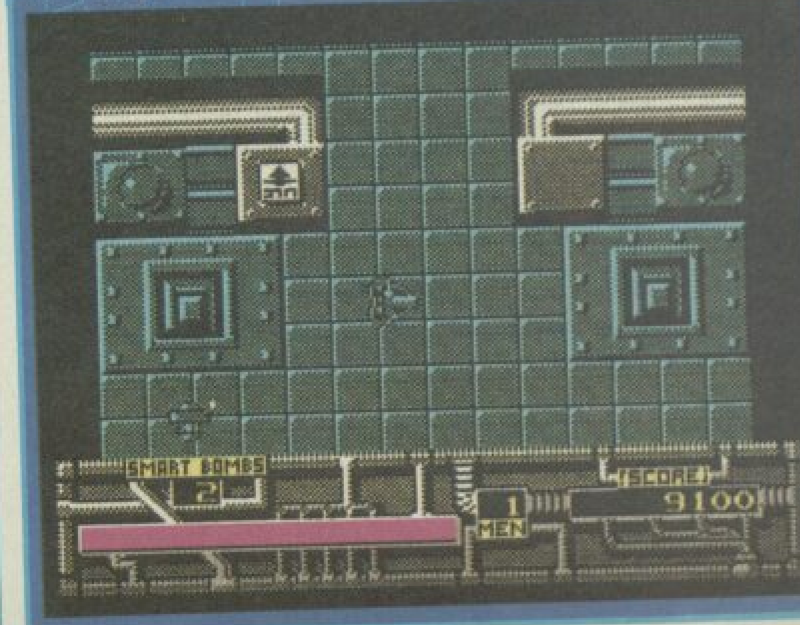
Although what is here is excellently done, there is nothing new, and it is this which stops *Marauder* hitting the absolute top spot as far as Spectrum gaming is concerned. There is, however, enough to keep the average arcade freak happy for a good while.

YS CLAPOMETER

Well implemented and visually attractive vertically scrolling shoot-em-up, but nothing new.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



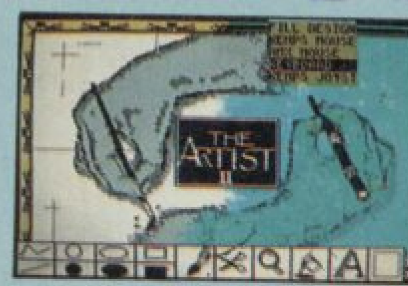
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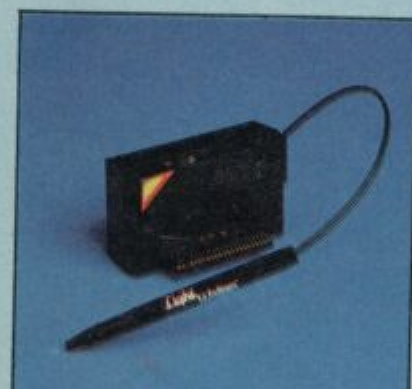
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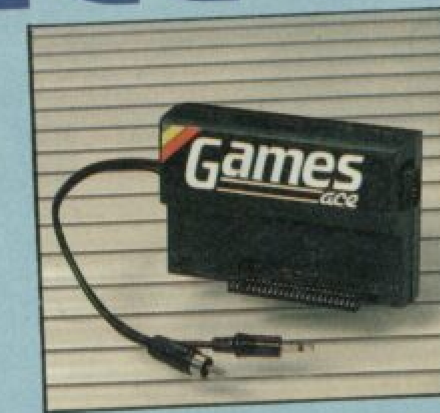
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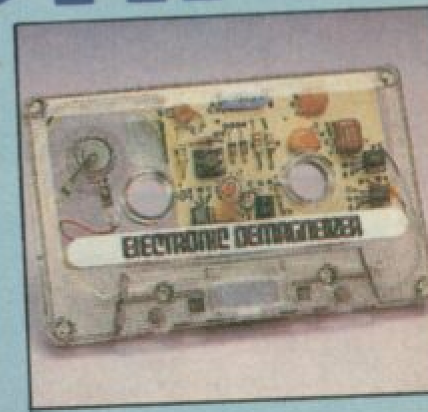
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- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges – this is a unique introduction.
- Very easy to use.
- This Interface is not needed to be able to Robotarm but it makes possible interfacing th the Robotarm/Computer.

ONLY £19.99

Owen & Auds come marching in with the latest reports from the war zone.

ON THE WARPATH

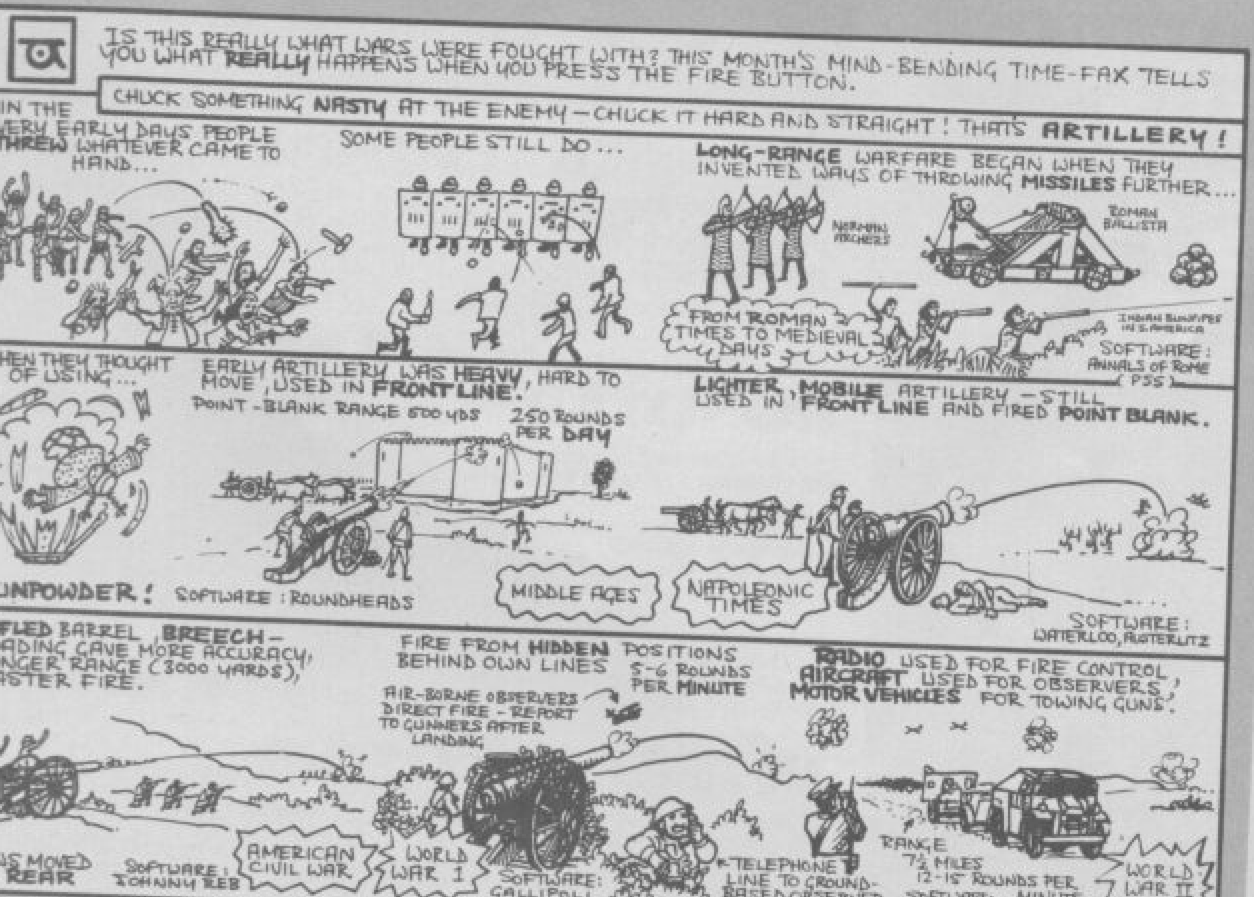
Well, we've had loads of Tip Top Tactical Ten (TTTT) entries from as far away as Iceland to Israel, and the results are quite surprising so far. Way out in front is *Vulcan*, which has not only received the most votes so far but also the most number one placings too! Battling for second and third place are *Arnhem* and *Desert Rats*, but have you noticed what the top three have all got in common? Yes, they're all written by Bob Smith and published by CCS. As we haven't analysed all the results yet, it's a little premature to hand out congratulations, but these three do seem set to hit the top.

Following close behind is *Rebel Star* by Firebird. Though it hasn't had as many votes as the others, nearly all those readers who've mentioned it have placed it near the top of their lists. That may well be because it was issued as a budget game and so not all faithful strategy buffs have mentioned it. We reckon it to be one of the best wargames ever put out — great graphics, stunning computer play and interesting tactics.

It's interesting too that most of the games getting the top votes are oldies — even great new games like *Sorceror Lord* hardly get a look in. Anyway we'll be publishing the final results in a future issue, so keep your eyes peeled.

TIMEFAX

● Another in our wacky series of 'CUT OUT AND COLLECT' *Timefax* packed with wartime info. This month we 'savour the flavour' of weaponry — hit that fire button! And keep on sending in your requests for periods of history that you'd like to see.



CCS £9.95

Ironically, I am polishing off this review on 8th May — which, as the historians among *Your Sinclair*'s readers will know, is the 43rd anniversary of VE Day, the day the Germans finally surrendered to the Allied forces, so bringing the war in Europe to a close. If the 8th May was the grand finale in the European theatre of war, then 6th June 1944 — just over 11 months before — was the beginning of the final act. It was on that day — the 44th anniversary of which will have passed by the time you read this — that the British and American forces finally landed in Normandy, to open the Second Front.

Now, CCS — known for the excellence of its strategy games — gives you the chance to command the invasion forces as you re-fight Operation Overlord. As you pit your wits against Rommel — soon to be forced to take poison by the Gestapo after being implicated in the July 24th plot to assassinate Hitler — you have a momentous choice.

Do you follow the plans made by Eisenhower and the Allied Chiefs of Staff? Do you land on the beaches the invasion forces really landed on — Sword, Juno, Gold, Omaha and Utah, still marked to this day by the wreckage of 44 years ago — or do you think you can do better? Perhaps a landing in force around Cherbourg would mean that you could get your troops ashore with ease, and it would give you a major port: but then, the German forces could easily seal off the neck of the penninsula, denying you access to the open land beyond, and forcing your armour to fight in unfavourable terrain. Or should you land further to the east, much closer to Paris — but also in an area with much heavier defences, and closer to German reinforcements? Do you use your airborne units to protect the flanks of your invasion — which would be historically accurate — or should you reserve them, to be used either as ordinary ground troops, or dropped later when they might tip the balance at a vital moment? Life's not easy commanding the invasion of Europe!

It's a lot easier, however, playing CCS's version, than it would be commanding the real thing. *Overlord* is a one player war game — which I personally prefer, as I have never understood the point of two player computer war games. You the player control the disposition and movement of the Allied invasion forces. The computer plays the Germans.

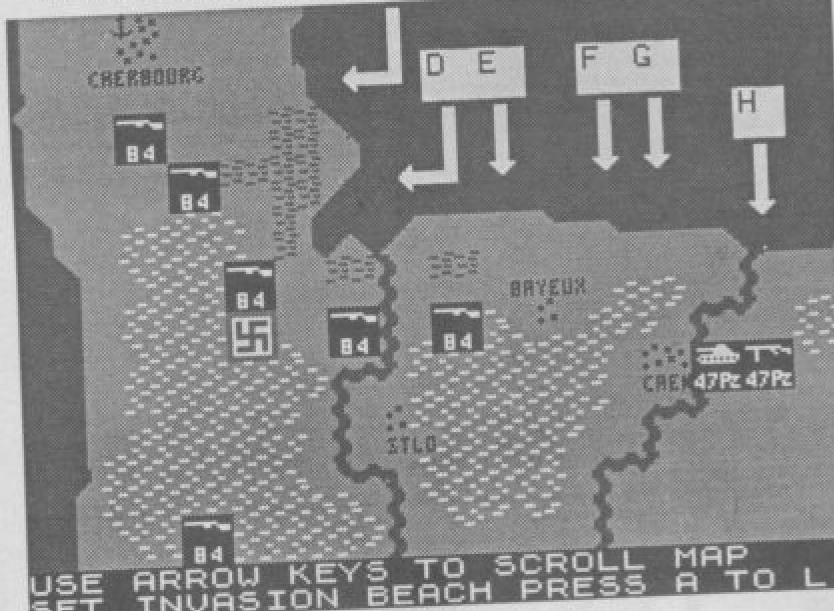
The first choice you have to make is to decide what difficulty level you want to set the game at. There are three, with one

being the easiest and three the hardest. I chose level one for my first game, but still managed to completely mess things up.

You decide which of your divisions are landing on which beach. There are 12 beaches to choose from, the historical five plus another seven which the allies might have chosen. You can land on five of the 12 beaches and as you do so, markers appear on the map window, indicating where the landing areas are. It's not a good idea to spread your landing areas out too much, as your forces won't be able to support each other efficiently.

Once you've picked the beaches, you have to decide which division will land on each one — although you could decide to land units from the same division on different beaches. But again, this is not really a good idea unless the beaches are very close to each other, because if you scatter the parts of your divisions too far apart, they will not be able to fight at their best.

You can land one unit on a particular beach at a time; and, in the first turn, you may only land rifle units. The heavier troops, artillery and armour, have to wait until later. Once you've picked who goes where, you then get a chance to land your airborne forces. You have to land them within three squares of a landing beach which is being used by the division they are a part of, so you can't parachute into gay Paris on the first turn. You should probably use them to attack the enemy forces closest to the landing beaches, to stop them from counter-attacking your troops on the sand.



Once you've started landing your units, it is important to get them off the beaches as fast as you can. You can only bring in new units if the beach-head is clear, so you must start off by creating a protective perimeter around your landing areas. Once you have the bulk of your forces ashore, you can then start expanding the beach-head and trying to break-through the defending Germans. At first, it will be a war of attrition; but once you have ground down the enemy, gaps should start appearing in his lines and you should be able to punch through.

Ordering your units is simplicity itself. Simply give them an objective to make for, and tell them where you want the division's left and right flanks to be. I would have preferred an extra option, giving you the ability to order individual units, but I accept that the way the game works now is a very good simulation of real warfare, within the restrictions of the memory of a 48K Spectrum. You also have to tell your forces what to do if they run into the enemy. You can either attack, defend, or use your initiative. If you attack, then you will do more damage to the enemy, but also suffer more casualties.

And that is basically it. The mechanics of the game are sufficiently simple for the player to be able to devote his time to the real challenge, the strategic decision making. And challenging it is — working out the right way to winkle the Germans out of their defensive positions without exposing your own troops, is a fine art.

I only have two criticisms. First of all, nowhere in the rule book does it tell you what the symbols on the unit counters actually stand for. I can work it out, but then I have been a wargamer and military history buff for a long time now. But it would probably have been useful for a beginner if the unit symbols had been identified.

Also, I found it very difficult to tell my left from my right — or rather, my units' lefts from their rights. This is not because of any personal problem with orientation, but because it is never made clear whether left and right refer to the player's left and right, or the units'. As the player is facing in the opposite direction to the units he controls, it can be confusing.

Quibbles apart, *Overlord* is an excellent game. It offers hours of challenging entertainment, and could even teach some history at the same time (though I wouldn't be too put off by that!). Another winner from CCS.

Richard Blaine

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
STRATEGY
8

TACTIPS

• MSM's (Macro Specto Maniacs) go into battle with the software houses this month. **Miles Kinlock** from Edinburgh has this to say, "Having read Phil Chesterman and Tom Morgan's comments in the April issue and being a 128K owner myself, I felt I must write in. I entirely agree with them about the lack of 128K software available. Whilst, I do understand that from a software house's point of view, programming for the 48K puts a larger potential market at their disposal. Since this is unlikely to change, where does that leave us poor 128K owners? Why don't software houses compromise by putting a 48K version on one side of the tape and an enhanced 128K version on the other, thereby keeping everyone happy. I'm aware some software like this is available, but not nearly enough — and I don't mean just music added either! And finally as you point out, programmers tend to pack as much as possible into 48K with some surprisingly good results — *Driller* for one! Just think what they could do with 128K — I'll leave you to drool over a 128K Freescape game." Well we quite agree — a lot of people have bought Speccy Pluses, so where's the software?

We've had several letters from readers wondering where to get new strategy games. Don't you lot look at the adverts in *YS*? There are plenty of mail order firms who advertise regularly in *YS* — a letter to any of them should provide helpful advice.

Well, that's it for this month. Remember, don't be shy. Send in your piccy, mention your favourite wargaming period and ask for help. Send all your tips and queries to O&A, *On The Warpath*, 14 Rathbone Place, London W1P 1DE. All letters printed get a *YS* badge.

OVERLORD

This month, sunshine superman *Ciarán Brennan* asks why you're lying out on that beach when you could be having . . .

S·L·O·T·S O·F FUN

KICKLE CUBELE

Definitely the winner of this month's Silly Name Award — and very suitable it is too, as the gameplay is very silly indeed. The object appears to be to stuff your cute little face with ice creams and to collect any stray bags of gold which get in your way.

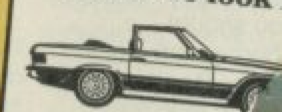
The game takes place on a series of static screens with play controlled by a joystick and three button set up. The main character packs a much greater punch than his cute little round face would suggest, however a good deal more than firepower is necessary as, level by level, the game's puzzles become more difficult to solve and the gameplay speeds up to a breakneck pace.

Nasty little gobblers follow you around with evil on their minds, but these can be turned to your advantage as they turn into stepping stones when shot, and can be used to reach otherwise inaccessible lollies. Far worse terror comes in the shape of the bomb heads who roam around waiting to explode — watch out for these guys losing their temper (this is easy to spot as their heads turn red).

It's not easy to describe *Kickle Cubele* in words — all I can suggest is that you get out there and play it . . . you won't be disappointed.



Convertibility Factor: 7
Puzzles to look forward to



Now this is what summer's all about . . . windy beaches, damp deckchairs, and people thinking that they're getting a suntan when in fact they're turning rusty. And what of the arcades? They're full of canoodling couples, kids dropping ice cream on the floor . . . and splendiferous amounts of new machines! That's right folks, if there's one thing that summer's good for, it's the upsurge in production of new blasters for us arcadesters to get our teeth (and 10p pieces) into. So stop playing volleyball with your granny and burying your little brother up to his neck in sand (upside down of course), and get into one of those dark and dingy pleasure palaces where you may find some of the following games — and a whole lot more!



DRAGONNINJA

The streets are no longer safe. Even the local toughies don't like to walk about for fear of running into the gangs of deadly assassins and vicious vamps in high heels and fishnet stockings. Only one man can put things right (or two men if you're playing the two-player version) — and his name? Dragonninja!

Data East is responsible for this beat 'em up. The unusually large dragonninja sprite is controlled by a joystick and two button set-up, which allows almost 20 separate fighting moves including double punches and flying kicks.

Play takes place along two vertically scrolling platforms, with an enormous amount of baddies to be biffed before the end of each level (honestly, there's almost no end to these guys!). A huge fire-breathing muscle-brain (or one of his equally brawny mates) appears at the end of each level and has to be rubbed out before you can proceed.



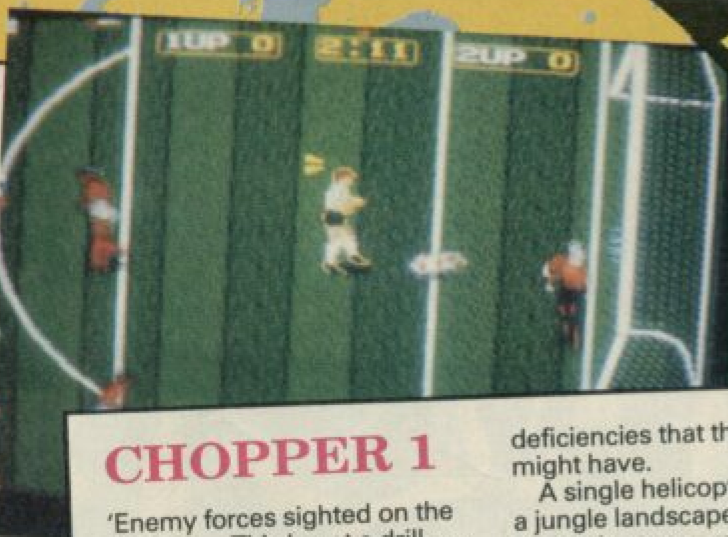
Cans of 'Power Pop,' Numchuckas, Suriken Stars and other martial aids appear en route, greatly adding to your killing power when collected.

For all the bells and whistles though, *Dragonninja* is one of the easiest beat 'em ups I've ever played. Great gangs of baddies can be slaughtered in seconds and you need only ever use a couple of moves at the most. It looks and sounds good and rockets along at a furious pace — if you want to inflate your ego by kicking and punching your way deep into a fighting game then this is the one for you.

Convertibility Factor: 6
Sprites a little too large perhaps?



KICK OFF



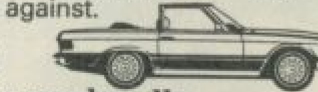
Remember back in June when Bobby Robson's boys managed to lose gracefully to every team that they met in the European championships? Well now Jaleco gives you the chance to get your revenge in *Kick Off*, a soccer simulation which attempts to bring you the sights, sounds and smells(??) of a major international tournament.

As usual before a game of this type a couple of choices have to be made — namely which team you wish to control and whether you want to play against the computer or a human opponent?

The rules are the same as in the real thing — except of course that the match only lasts for three minutes. Only one player on each team is controlled at any one time, with the relevant sprite highlighted in yellow. The characters are animated quite cleverly and are capable of a number of moves including sliding tackles and overhead kicks (the goalie's dive is a little bit suspect though).

The pitch scrolls nicely, across the field, as well as from end to end, and there are some nice touches including the foreshortening that occurs when the ball is lofted high into the air.

So what's the verdict? A bit naffo I'm afraid. This is another game that has great potential — but doesn't live up to it. The computerised opposition is far too strong, and far too often I found myself pulling my hair out as the wrong player was highlighted and I found myself miles from the action. If you're desperate for some football action and can't find SNK's *Fighting Soccer* anywhere (see review last ish), then give this a try — but only if you've got a friend along to play against.



Convertibility Factor: 5
More colour than our little chips can handle.

CHOPPER 1

'Enemy forces sighted on the border . . . This is not a drill . . . This is not a drill!' So begins *Chopper 1*, SNK's addition to the ever-expanding stable of horizontal scrollers and one of the best games of this type released so far.

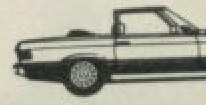
I know that one of my most common complaints is that there is no longer any originality in arcade games, and that this one hardly offers anything new, but the speed of action and super-smooth gameplay make up for any deficiencies that the game might have.



A single helicopter flys along a jungle landscape destroying other choppers, railway-mounted tanks, super gunships and massive gun installations. In two-player mode the players take turns at the controls rather than fighting together. Extra power and weapons can be collected along the way, and an air-strike can be called in to clear the screen smart-bomb style if the going gets really tough.

At times during *Chopper 1* there are more enemies on view than little girls at a Bros concert. There's also great sound (including speech) and some hectic situations at the end of each level which are enough to make your hair stand on end. Even if you think that you're fed up with horizontal shoot 'em ups, give this one a try — it may change your mind.

Convertibility Factor: 7
Scroll on buddy, scroll on.



CIARÁN'S CORKY COIN-OP CYBER TANK

A long time ago, in one of my previous lives, I met a very strange American dropout called Walt, who lamented the fact that his government never let him play with any of the tanks they bought with the money he had contributed during his stint as a taxpayer. So Walt, if you're still out there, this one's for you as the guys and gals at Coreland have come up with a tank simulator which is good enough to make you forget your government's heartless behaviour!

CyberTank is a one or two player tour de force which drives like *Out Run* and causes more havoc than a whole gang of English football supporters. In single-player mode the player takes the wheel and full responsibility for the tank's main cannon. Should a friend join in (and this can happen at any point in the game), he or she takes control of the turret machine gun.

The object is to take your heavily-armed tank through four levels of densely populated enemy territory in order to save your stranded comrades. The mission takes place along a devastated roadway which is depicted across two screens.

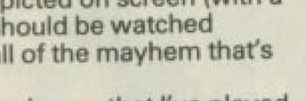
The enemy stops at nothing in their attempt to finish you off, calling in paratroops, helicopters, motorcycle soldiers, armoured cars, tanks and all sorts of other nasty pieces of work.

In addition to these mobile hazards, the road is also guarded by static defences including pill-boxes (which shoot off rockets like they're going out of fashion) and, later in the game, minefields.

The tank's ammunition supplies are depicted on screen (with a diminishing graph for each player), and should be watched carefully — although this isn't easy with all of the mayhem that's going on around you.

Cyber Tank is one of the most exciting coin-ops that I've played in ages. At 50p a go it might seem a little steep, but the action is indescribably furious and if you give it a try I guarantee that you'll be back for more. Far and away the best game this month.

Convertibility Factor: 4
Psst — keep it to yourselves, but Activision has the licence!





ARCADE NEWS

And all of that brings us neatly along to news of forthcoming attractions. Fear not if your local arcade has been a bit stale of late, as there's a huge range of machinery trundling down the motorways at this very moment.

Leading the field is *The Main Event* from Konami, an all-action tag wrestling frenzy for up to four players — it's BIG, daddy (*groan — Ed*). Now that the real thing has been axed from TV, you grip and grapple fanatics can get your weekly dose down the arcade instead.

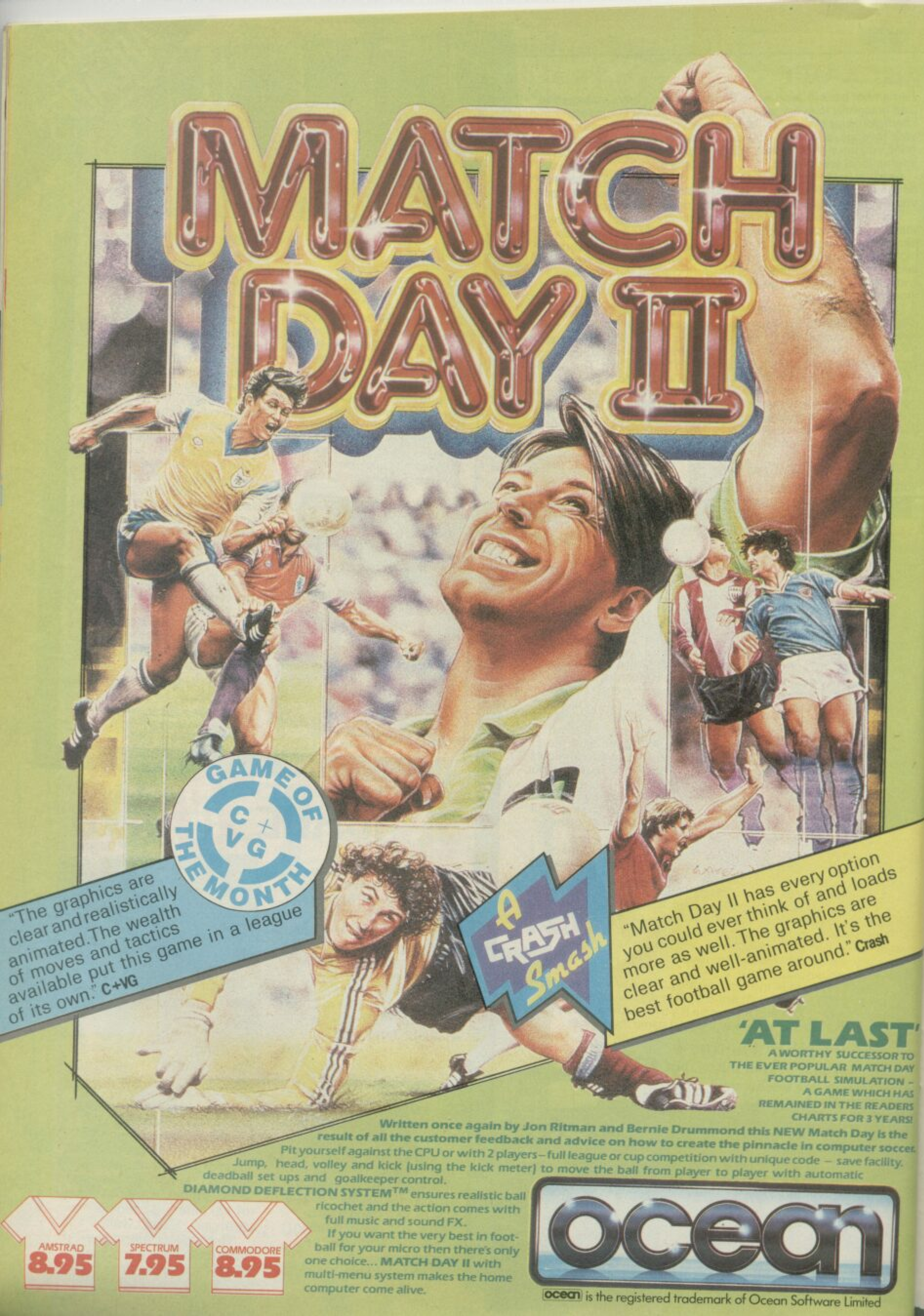
If four-player wrestling seems a little hectic, maybe you would prefer to take a spin on Taito's *Rally Bike*, a one or two player road racing and death-dealing horizontal scroller — or maybe not!

More shoot 'em up action



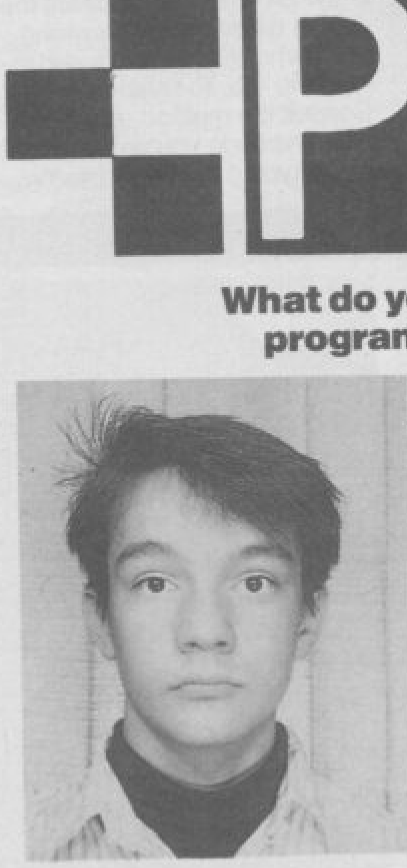
is promised by Bally in the shape of *Blasted* which offers 'a unique gun handle/joystick combination which allows one-handed play and wide-angled telephoto views of 100 different building settings' . . . can't wait.

That's all for this month folks, stay happy and keep filling those slots (fnar fnar).


MATCH DAY II
GAME OF THE MONTH
C+VG
"The graphics are clear and realistically animated. The wealth of moves and tactics available put this game in a league of its own." C+VG
A CRASH Smash
"Match Day II has every option you could ever think of and loads more as well. The graphics are clear and well-animated. It's the best football game around." Crash
'AT LAST'
A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!
Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.
Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility.
Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.
DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.
If you want the very best in football for your micro then there's only one choice... MATCH DAY II with multi-menu system makes the home computer come alive.
AMSTRAD 8.95
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COMMODORE 8.95
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PROGRAM PITSTOP

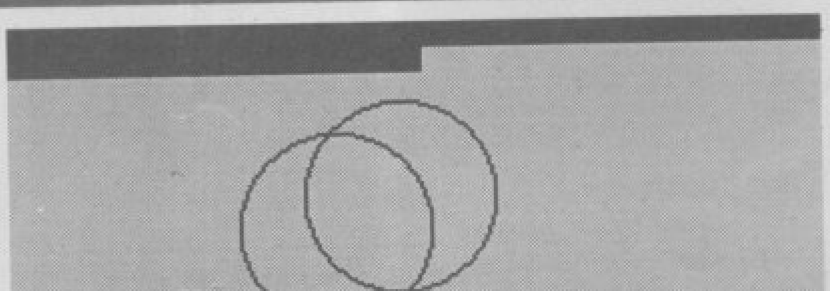
What do you get if you cross *David McCandless* and best amateur programming talent in the world? *Program Pitstop* of course!



Right, I've got a bone to pick with you lot! Yes, I know you can get them for 2p at the Microfair, and I know that some of you have +3's (cough! cough!). But please, please *don't* send me your skillo programs on +3 disk! I have supreme hassle trying to print out +3 programs. So cassettes only, please. Ta very much.

Anyway enough moaning and on with the show — and what a show! First is **Chris Pile** who's been delving into ancient, moth-eaten 'O' level maths tomes to come up with an ultra-fast machine code circle routine. Then, there's **Dan Nielson** who's adapted the message scroller routine printed a century or two back, to do something else — read on to find out what. **R. Mulligan** is third with his simple but useful password program. And lastly this month is a Star Tip from protection expert **Graham Mason**, who's written us the fabbiest loader I've ever seen.

If you think that you can equal, surpass or even transcend the programs printed here, then don't just sit at home and let your head swell, send the routines into me and let me pump up your ego instead. Not only does your name appear in these hallowed pages but you could possibly win £50! So send all your programs to David McCandless, *Program Pitstop*, *YS*, 14 Rathbone Place, London, W1P 1DE.



CIRCLES

by Chris Pile

Of all the shapes in the universe, of all the forms in this cosmos, do you know which is the hardest to draw on the humble old Speccy? No, not a rhombicosidodecahedron, nor a double helix but a... circle! It's so complex that even the venerated Speccy ROM takes ages to draw one. But here comes **Chris Pile** with a circle routine that is 20 times faster than Basic.

Techno Bilge

For all you bilgo, mathematicians out there, here's how it works: $(x^2+y^2)-r^2$ for a 45 degrees axis in seven points of x,y horizontal symmetry. Understand? I thought you might.

Method

Despite the complexity of the actual code, it is contrastingly simple to use. Type in or load the hex loader, and then enter the 320 bytes of code into address 63000. After you've done that, save it to tape with SAVE "name" CODE 63000,320.

Circulating

Halo, halo, halo! What's all this then? Just a dab of light humour there to stir a groan from your chests. Right now you have the code in memory, type RANDOMIZE USR 63267. This sub-routine initialises the root and plot tables which, in English, means it builds up the data for the circle. You only need to do this once — every time you load the program!

To draw a circle use the following variable:
POKE 63002, x co ord of centre
POKE 63004, y co ord of centre
POKE 63006, radius

Then once you've done that, it's a case of typing RANDOMIZE USR 63000 to see your circle on screen. The program is totally crash proof (cross my fingers), and will not explode in a splurge of flashing squares should your circle stray off the edge of the screen.

To see how really zippo, and fast it is, type in the short demo program. Get circulating!

Circle Code

```
63000 : F306230E1E3E11ED = 644
63008 : 735DF7315DF7215F = 972
63016 : F9D916005F4FCD95 = 1016
63024 : F6227BF6D9CDA1F6 = 1478
63032 : D97ABBDA7AF626FF = 1405
63040 : D92336F8315FF901 = 948
63048 : C0FBD17ABB2B20A1 = 1188
63056 : 1F371F0FAAA0AA67 = 735
63064 : 7B070707AAE6C7AA = 913
63072 : 0707AF7BD9E6076F = 813
63080 : 7ED9B677C34AF6D9 = 1376
63088 : 215B27D9ED7B5DF7 = 1077
63096 : FBC9212101E54BCD = 1028
63104 : 95F6E54A0CCD95F6 = 1310
63112 : C109C1ED4238011D = 704
63120 : 14D9C335F6060021 = 770
63128 : 5FF709097E23666F = 734
63136 : C9D9D5D9D17A8038 = 1363
63144 : 0C777B813807FEC0 = 892
63152 : 3003237723709238 = 562
63160 : 0C7779933807FEC0 = 908
63168 : 3003237723709238 = 562
63176 : 0C777B813807FEC0 = 892
63184 : 300323772237A8038 = 546
63192 : 0C7779933807FEC0 = 908
63200 : 30032377237B8038 = 547
63208 : 0C777A813807FEC0 = 891
63216 : 3003237723789338 = 563
63224 : 0C7779923807FEC0 = 907
63232 : 3003237723789338 = 563
63240 : 0C777A813807FEC0 = 891
63248 : 30032377237B80D8 = 707
63256 : 777992D8FEC0D023 = 1291
63264 : 7723C91100FF214F = 739
63272 : F7010000ED0000E00 = 683
63280 : DD215FF706005961 = 796
63288 : AF576F2930011910 = 504
63296 : FADD7500DD7401DD = 1147
63304 : 23DD230C20E6C900 = 766
63312 : 0000000000000000 = 0
63320 : 0000000000000000 = 0
```

Circle Demo

```
  10 CLEAR 62999: LOAD ""CODE :
BORDER 1: PAPER 0: RANDOMIZE USR
 63267
  20 LET i=INT (2+6*RND): INK i:
 POKE 23624,i: CLS : POKE 63006,
RND*80: FOR n=1 TO 30: POKE 6300
2,RND*255: POKE 63004,RND*192: L
ET l=USR 63000: NEXT n: GO TO 20
```

Hex Loader

```
  1 REM General Hex Loader
  2 POKE 23658,8
  3 INPUT "Start Address ";start
```

```
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

A lot (well three), people have written to me, complaining colourfully about how they can't get this hex loader to work properly. The fault is all mine (hem, hem), and I apologise profusely — methinks it was a slight aberration in my explanation that caused it. To use the hex loader, type it in, SAVE it, then RUN it. Input the start address after the prompt and follow that with the line of hex and the decimal checksum. If "INPUT ERROR" appears then you've typed in the hex wrong somewhere, so go back and re-type the line. To finish type "S". Consult the method on how to save the code you've just spent hours typing in. Happy hexing.

MESSAGE SCROLLER 2

by Dan Nielson

Remember that old *Message Scroller* thingy routine printed way, way, way, way back in issue 30? Well, **Dan Nielson** (as in Brigiette — wahay!Fnar!), from the tongue-twistingly named Tornskadavenget (excuse me while I unknot my tongue), has sent in an updated version of the program which allows you to scroll letters up to four times wider than normal text. And why not?

Method

This is pretty simple to start up and get working. All you do is type in the 19 lines of hexadecimal with the hex loader (see *Circles*), and then save the chunk of code with: SAVE "name" CODE 23296,160. Or, alternatively, you can type in the basic controller program and utilise the save option on that. Nuff said?

Scroller Code

```
23296 : 0E170600CD725B3E = 515
23304 : 04062077231 0FC0E = 470
23312 : 17061FCD825B2291 = 665
23320 : 5B21409C016300C5 = 641
23328 : E57E6F2600292929 = 627
23336 : ED5B365C1911935B = 754
23344 : 010800ED800600C5 = 633
23352 : 2A915B11935B0600 = 547
23360 : C5E51A17120602F5 = 746
23368 : C5E50620CB162B10 = 748
23376 : FBE1C1F110F1E1C1 = 1585
23384 : 241310E476C110D7 = 841
23392 : CD8E02E1C170FEFF = 1399
23400 : C02300788120B0C3 = 938
23408 : 005B790F0F0F4FE6 = 566
23416 : E0A86F79E603EE58 = 1103
23424 : 67C9790F0F0FE6E0 = 924
23432 : A86F79E61BEE4067 = 1059
23440 : C900000000000000 = 201
23448 : 0000000000000000 = 0
23456 : 0000000000000000 = 0
```

Basic Controller

This smallish BASIC program helps you establish scrolling messages. It contains the variables all you programming bods could ever need. To save it type, SAVE "name" LINE 1 and it will auto-run when you load it next.

```
   1 LOAD ""CODE 23296
  10 BORDER 0: PAPER 0: INK 6: C
LS
  15 INPUT "TEXT: "; LINE a$
  20 PRINT AT 0,0; INK 5;"TEXT:
"' INK 6;a$' INK 5;"LENGTH: "; I
NK 6;LEN A$
  30 LET LEN=LEN A$: INPUT "STAR
TADDRESS ON TEXT: ";START
  40 PRINT  INK 5'"START: "; INK
 6;START
  50 FOR F=START TO START+LEN-1:
 POKE F,CODE A$(F-START+1): NEXT
 F
  60 PRINT ' PAPER 3;"
 "
  70 PRINT '' INK 4;"      1. PR
OGRAM RETUENS TO            BA
SIC AFTER A KEY             PR
ESSED OR AFTER              FI
NISHED SCROLLING         2. PR
OGRAM ONLY RETURNS          WH
EN FINISHED SCROL-          LI
NG                       3. PR
OGRAM ONLY RETURNS          WH
EN A KEY IS PRES-           SE
D"
  80 PRINT '; FLASH 1;"MAKE YOUR
 CHOISE (1 - 3):";
  90 LET A$=INKEY$
 100 IF A$>"3" OR A$<"1" THEN  G
O TO 90
 110 BEEP .05,10: PRINT  FLASH 1
;VAL A$;" "
 120 IF A$="1" THEN  POKE 23407,
201
 130 IF A$="2" THEN  POKE 23400,
0: POKE 23407,201
 140 IF A$="3" THEN  POKE 23400,
192: POKE 23407,195
 141 DEF FN L(X)=INT (X/256)
 142 DEF FN H(X)=INT (((X/256)-F
N L(X))*256)
 150 INPUT "LINE: (0-23): ";LINE
 160 IF LINE<0 OR LINE>23 THEN
GO TO 150
 170 INPUT "ATTR: (0-255): ";ATT
R
 180 IF ATTR<0 OR ATTR>255 THEN
 GO TO 170
 190 INPUT "WIDTH: (1-4): ";WIDT
H
 200 IF WIDTH<1 OR WIDTH>4 THEN
 GO TO 190
 201 INPUT "ADDRESS ON CHARSET:
(0=ROM): ";CH
 202 IF CH=0 THEN  LET CH=15616
 210 POKE 23606,FN H(CH): POKE 2
3607,FN L(CH)-1
 230 POKE 23297,LINE: POKE 23312
,LINE: POKE 23304,ATTR: POKE 233
66,WIDTH
 240 POKE 23322,FN H(START): POK
E 23323,FN L(START)
 250 POKE 23325,FN H(LEN): POKE
23326,FN L(LEN)
 255 CLS
 260 PRINT AT 0,0;"O.K."
 270 PRINT '"TO SAVE: "'"SAVE ""
ROUTINE""CODE 23296,160"
 280 PRINT '"SAVE ""NAME""CODE "
;START;",";LEN
 290 PRINT ''"S(AVE), D(EMO), E(
XIT): "
 300 LET S$=INKEY$
 310 IF S$="S" OR S$="s" THEN  S
AVE "ROUTINE"CODE 23296,160: SAV
E "NAME"CODE START,LEN
 320 IF S$="D" OR S$="d" THEN  C
LS : RANDOMIZE USR 23296: GO TO
290
 330 IF S$="E" OR S$="e" THEN  G
O TO 350
 340 GO TO 300
```

STAR TIP 12

by Graham Mason

Graham



Graham has been programming since the good old days, back in the ZX81 century. He's worked for a majority of major companies including Lothlorien, PSS, and CRL. He's also a pretty deadly hacker, so check out some of his work in *Practical POKEs*. His all time fave rave games are *Exolon* and *Gothik*, and music-wise he likes a good bout of Genesis to un-curdle his muscles.

And as a grand finalé this month, we have for you a grand, great, supa, smashing, ace *Star Tip* for you to slaver over. This thrilling *Star Tip* is from **Graham Mason**. His speciality is loading and protection systems, and he has developed the indomitable — to all but him — Injectaload system, used on recent CRL games. So this month I asked him to write us a snazzy, glow-in-da-dark, hyper-fast, loading system. Check it out.

Loader Specs

This is probably the most comprehensive, compact and down-right crucial loading routine I've ever come across. Within its 400 byte size, there's facilities for loading and saving a program of any length, with any colour in the border, at any baud rate. And what's more — and listen now! — it's possible to have the loader program scrunched down an amazing 52 — yes, 52! — bytes!

Method

First of all, type in the main basic initialiser program and save it with SAVE "name" LINE 10. Then type in the 400 bytes code block using the hex loader (from *Circles*), and save that with SAVE "name" CODE 60000,400. After you've managed that, RUN the BASIC program and re-load the code.

Initialising

The program allows you to set up all the variables you need to get your loader working. Here's a quick resumé of them:

TO LOAD:

```
POKE 60003, length HI
     60004, length LO
POKE 60007, start HI
     60008, start LO
POKE 60015, n
     60027, n
     60085, n
     60177, n
Where n is the border colour
POKE 60090, x
     60116, x
     60124, x
     60129, x
     60144, x
Where x is the baud rate
RANDOMIZE USR 60000
```

TO SAVE:

```
POKE 60208, length HI
     60209, length LO
POKE 60205, start HI
     60206, start LO
POKE 60223, n
     60274, n
     60302, n
Where n is the border colour
POKE 60257, x
     60290, x
     60296, x
     60312, x
Where x is the baud rate
RANDOMIZE USR 60201
```

The format for typing in the variable marked HI or LO (be it "length" or "start") is:

POKE address, value-256*INT (value/256)
POKE address+1, INT (value/256)

If the variable is marked with an "x" or an "n" then just POKE in the value as per normal.

Using the initialise program is easier than typing in all these variables, but do have a pencil and pad handy to write down any values you might have to POKE, such as the length number for example. Once you're satisfied with the variables, the program will exit to basic and expect you to POKE the colour, length and start variables into the address previously given. You don't have to bother with the baud rate variables, they're POKEd for you.

The baud rate can be any value between 1200 (snail speed), and 60000 (Boris Becker serve). Then once you've POKEd them all, type either RANDOMIZE USR 60000 to load or RANDOMIZE USR 60201 to save (have your tape running). Both routines are fully error-trapped, crash-less and fool-proof, so thank your lucky hypens.

Basic Initialiser

```
  10 PAPER 6: BORDER 6: INK 0: C
LS : POKE 23617,252
  15 PRINT "POKE the length of t
he program  to be LOADED into
             60003 and 60004"
  16 PRINT : PRINT "POKE the len
gth of the program  to be SAVED
into                60208 and 60
209"
  17 PRINT : PRINT "POKE the sta
rt of the program   to be LOADED
 into               60007 and 60
008"
  18 PRINT : PRINT "POKE the sta
rt of the program   to be SAVED
into                60208 and 60
209"
  19 PRINT  PAPER 2; INK 7; BRIG
HT 1;AT 20,0;"          WRITE THIS
DOWN !                 Then press
ENTER.
  20 INPUT ">"; LINE a$
  21 CLS : PRINT "To change the
colours on LOAD    poke 60015,n
                   poke 60028,n
                   poke 60085,n
                   poke 60171,n"
  22 PRINT : PRINT "To change th
e colours on SAVE    poke 60223,n
                     poke 60274,n
                     poke 60302,n
"
  23 PRINT '"Where 'n' is a num
ber between              0 and 255
"
  79 PRINT  INK 7; PAPER 2; BRIG
HT 1;AT 21,4;"PRESS ENTER TO CON
TINUE.": INPUT ">"; LINE a$
  80 CLS : INPUT "What BAUD is r
equired? >";a
  81 PRINT AT 0,7; PAPER 6; INK
0; BRIGHT 1;" BAUD RATE = ";a: P
RINT
  82 LET b=88500: LET q=60257: G
O SUB 900
  83 LET b=99000: LET q=60290: G
O SUB 900
  84 LET b=93000: LET q=60296: G
O SUB 900
  85 LET b=73500: LET q=60312: G
O SUB 900
  86 LET b=264000: LET q=60090:
GO SUB 900
  87 LET b=267000: LET q=60116:
GO SUB 900
  88 LET b=304500: LET q=60124:
GO SUB 900
  89 LET b=264000: LET q=60129:
GO SUB 900
  90 LET B=33000: LET q=60149: G
O SUB 900
  91 INPUT "          More (Y/N)? >
"; LINE m$
  92 IF m$="n" OR m$="N" THEN  S
TOP
  93 RUN 80
 900 LET p=FN r(a)
 980 IF P<1 THEN  PRINT AT 14,3;
 INK 0; PAPER 6; FLASH 1; BRIGHT
 1;"  BAUD RATE TOO HIGH !!!"; P
AUSE 0: GO TO 80
 985 IF P>255 THEN  PRINT AT 14,
5; INK 0; PAPER 6; FLASH 1; BRIG
HT 1;"  BAUD RATE TOO LOW !!!";
PAUSE 0: GO TO 80
 988 POKE q,p
 990 PRINT "          ";q;" = ";
PEEK q
1000 RETURN
1010 DEF FN r(x)=INT (b/a+0.5)
9998 SAVE "BAUDCHANGE" LINE 9999
 : SAVE "TURBOCODE "CODE 60000,35
0
9999 LOAD ""CODE : RUN
```

Main Code Chunk

```
60000 : 3EFF11001BDD2100 = 615
60008 : 4037140815F33E04 = 477
60016 : D3FE2112EBE5DBFE = 1453
60024 : 1FE620F6044FBFC0 = 1005
60032 : CDF4EA30FA211504 = 1039
60040 : 10FE2B7CB520F9CD = 1104
60048 : F0EA30EB069CCDF0 = 1364
60056 : EA30E43EC6B830E0 = 1226
60064 : 2420F106C9CDF4EA = 1199
60072 : 30D578FED430F4CD = 1344
60080 : F4EAD079EE044F26 = 1166
60088 : 0006351018082005 = 152
60096 : DD75001B0ACB11AD = 765
60104 : C0791F4F131802DD = 689
60112 : 231B00006352E01CD = 381
60120 : F0EAD03E3DB8CB15 = 1213
60128 : 0635D2D7EA7CAD67 = 1118
60136 : 7AB320D17CFE01C9 = 1122
60144 : CDF4EAD03E073D20 = 1053
60152 : FDA704CB3E7FDBFE = 1286
60160 : 1FD0A9E62028F379 = 1074
60168 : 2F4FE605F608D3FE = 1080
60176 : 37C9F53A485CE638 = 1009
60184 : 0F0F0FD3FE3E7FDB = 918
60192 : FE1FFB3802CF0CF1 = 1054
60200 : C93EFFDD21004011 = 853
60208 : 001B2112EBE52198 = 727
60216 : 0C0013DD20F33E07 = 615
60224 : 4710FED3FEEE0F06 = 1065
60232 : A42D20F50525F241 = 835
60240 : EB062F10FED3FE3E = 1085
60248 : 0D063710FED3FE01 = 810
60256 : 0E12086FC370EB7A = 815
60264 : B3280CDD6E007CAD = 859
60272 : 673E0137C38FEB6C = 902
60280 : 18F479CB7B10FE30 = 1030
60288 : 0406141 0FED3FE06 = 771
60296 : 1320EF05AF3E02CB = 737
60304 : 15C27DEB10DD2306 = 864
60312 : 0F3E7FDBFE1FD07A = 1038
60320 : 3CC267EB063B10FE = 927
60328 : C900000000000000 = 201
60336 : 0000000000000000 = 0
60344 : 0000000000000000 = 0
60352 : 0000000000000000 = 0
60360 : 0000000000000000 = 0
60368 : 0000000000000000 = 0
60376 : 0000000000000000 = 0
60384 : 0000000000000000 = 0
60392 : 0000000000000000 = 0
60400 : 0000000000000000 = 0
```

Mega-Loader

This is an assembly listing of the 52 byte mega-loader, which will load any code saved by the previous routine with a little trial-and-error.

```
                DI
                LD A,#FF
                EX AF,AF'
                LD IX,START
; start address 0-65535
                LD DE,0
                SCF
                CALL #0562
                INC L
                LD D,#D9
                LD E,SPEED
; speed=16 is normal speed
                JP LOOP1
                EI
                RET
LOOP1           LD H,L
LOOP            LD B,D
                LD A,E
                CALL #05E9
                LD A,E
                CALL #05E9
                LD A,E
                RET NC
                ADD D
                CP B
                RL H
                JR NC,LOOP
                LD A,H
                LD (IX+00),H
                AND 7
                XOR C
                INC IX
                LD C,A
                JR LOOP1
```

Unfortunately — this is the price you have to pay for such a small loader — you'll have to experiment to get the correct value for the timing constant, but c'est la vie as les frogs say.

This little loader will load any length of program and as soon as you stop the tape, or when the program that's loading ends, it will return to basic.

PASSWORD

by R. Mulligan

You can punch 'em, beat 'em or tie 'em up but you can't keep them from doing it. Ooooo-er! What am I talking about? Brothers and sisters of course. No matter where you hide it, they'll always find your computer diary and have a quick gawp and snigger. Well now's your chance to stop them, with this BASIC password protection system which you can bolt onto your programs, courtesy of **R. Mulligan** from Northern Ireland.

Method

What you do is type in the password routine and then place (via MERGEing), your own program from lines 100-8999. Once you've done that, then type GOTO 9000. You will then be asked to type in your personal, private password, and afterwards it will SAVE and RUN your files (or whatever), complete with password protection. Got that? Of course you have. To change your password, should you succumb to the obsequious pleadings of a sibling or simply mutter it in your sleep, then type, MERGE "": GOTO 9000. Easy eh? Warning! Woe betide anyone who types in the wrong password. The computer will crash.

Challenge

Okay all you whizz-kids (and whizz-kidesses), out there. If you think you can write a similar program to this in machine code then send it to me. Now! The best one printed will receive a £50 reward. I'm waiting . . .

Password Program

```
   1  REM PASSWORD PROGGIE
   2  REM BY R.MULLIGAN
  10  BORDER 0: PAPER 0: INK 0:
CLS : GO TO 30
  20  CLS : PRINT  INK 7;AT 10,8
;"PASSWORD NOT ACCEPTED": PAUSE
150
  25  PRINT  INK 7;AT 11,8;"PLEA
SE TRY AGAIN": PAUSE 150
  30  LET p$=""
  35  CLS : PRINT  INK 7;AT 10,8
;"ENTER PASSWORD"
  40  PAUSE 0
  45  LET q$=INKEY$: IF q$="" TH
EN  GO TO 30
  50  LET p$=p$+q$: IF LEN p$<>n
 THEN  GO TO 40
  55  IF p$<>n$ THEN  GO TO 20
  60  PRINT  INK 7;AT 11,8;"PASS
WORD ACCEPTED": PAUSE 200
  65  REM (Rest of program follo
ws)
 100  REM Put your program here
9000  BORDER 7: PAPER 7: INK 0:
CLS
9010  LET p$=""
9015  CLS : PRINT AT 10,8;"ENTER
 OLD PASSWORD"
9020  PAUSE 0
9025  LET q$=INKEY$: IF q$="" TH
EN  GO TO 9010
9030  LET p$=p$+q$: IF LEN p$<>n
 THEN  GO TO 9020
9035  IF p$<>n$ THEN  NEW
9040  INPUT "ENTER NEW PASSWORD
";n$
9045  INPUT "ENTER NUMBER OF LET
TERS IN NEW  PASSWORD ";n
9050  SAVE "prog" LINE 30
9055  VERIFY ""
9060  PRINT  BRIGHT 1; PAPER 2;
INK 0; FLASH 1;"SAVED......OK"
9065  PAUSE 0
9070  GO TO 30
```

At last, we've finished. Didn't it take you ages to read? I can hear you mumbling in the background. Right now listen, next month we have the start of a series of bi-monthly specials. The first will be a sound and music special, and will include such programs as *Sound-To-Light, 128K Sound Effects Generator* and all manner of weird and wonderful tunes. Oh and your program may be in there somewhere too. Until then then. Byeeeee!

RAGE HARD!

More Rage Soft this month, as *Phil South* delves again into the wealth of independent utility software.

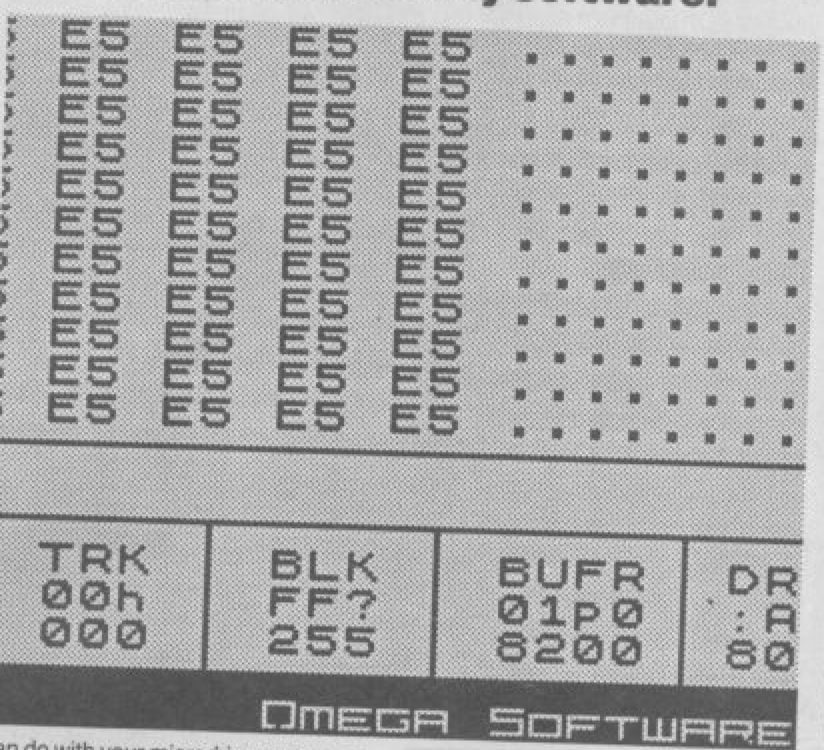
More hardware-related software out of the bag this month, *Imbos* from Companion Software, and *ZipZap* from Omega Software. There's still a surprising amount of high-quality utility software being made for the Spectrum, even now when the machine is edging on for six-seven years old! So let's cut the waffle, and get into the reviews.

ZIPZAP

Omega Software/£10.95

As there has been no disk tradition on the Spectrum, there's been no need for a disk toolkit. Until now that is. Omega Software has been calling me up and telling me how brilliant its program is, a thing called *ZipZap*. I asked for a copy, I got one and I thought, this is more like it.

This is the program that every +3 user needs in his disk box, at the front, for those tasks which otherwise would be impossible except for the most accomplished programmers. It features the ability to recover lost files, lets you read protected and non-standard disks, display, modify, print and search any sector or group of sectors on a disk. You can format individual tracks, and even lock damaged and unreadable sectors out, so your programs won't access them by mistake. It's the ideal hacker's tool, but any disk user should find a use for one or all of the features supported. One of the most interesting things you can do with the search facility is to scan a program for a certain sequence, letting you seek and destroy bits of code, either for inserting POKEs in games, or de-bugging your own programs.



The manual is an excellent document, covering many aspects of Spectrum +3DOS, including an amazing bit on DFCBs (or Directory File Control Blocks), disk headers, XDPBs and logical sectors. All this is wicked technical stuff, and covered much better in this manual than it is in the +3 manual, which is not at all.

Using *ZipZap* is a treat, and I don't mean one of those sweeties that don't melt in your pocket, either. You're presented on loading with a display depicting a location on the disk by track and sector, with a bank of ASCII characters to the right, to let you search for strings in programs, and a bank of hex showing the actual bytes on the disk. Below the impressive numerical barrage, is an area called the Status Field which tells you which byte, sector and track you're looking at on the Hex field, and the buffer states, and also which drive you're addressing.

This is a rock solid utility, and invaluable to any serious user. It helps inexperienced users perform like the pros, and helps pros get the job done. Recommended.

Contact: Omega Software, Dept. YSR, PO BOX 21, Shepperton, Middlesex TW17 8BY (+3 Disk £10.95 + £1 postage and packing) Tel: 0932 228649

IMBOS

Companion Software/£8.65

Imbos is a set of extended commands which bolt directly onto the set already in your Spectrum Interface 1. You install them in your Interface 1 and they stretch the amount of things you can do with your microdrive system, or presumably any other peripheral which uses the microdrive syntax. The new words you can use are as follows:

```
*
*AFTER x$
*CAPS,x
*CAT
*CODE x
*DATA a,b,c,d,e,f,g,h
*DOKE x,y
*ERASE x$
*FILL x,y
*GAPS (x)
*HALT x
*MIRROR
*MIRROR,x
*MOVE x,y TO z
*PRINT X
*STORE x
*VERIFY X$
.ENDRAM
.RAMTOP
?ENDRAM
?FRE
?LCLS x
?PROG
?RAMTOP
?SCROLL x
?VAR
BEEP #x,y
BORDER #
BORDER PAPER
BRIGHT OVER x
CLOSE# x TO y
FLASH OVER x
GOTO LINE x,y
INPUT *s,l,h
INVERSE SCREEN$
LINE ERASE x,y
LINE x
LIST %x$
LIST CAT x
LIST £x
OUT !x$
OUT *s,l,h,m
PAPER ATTR x,y TO u,v
PAPER TO x,y
PAUSE x$
PRINT !x$
PRINT $x
PRINT &x
PRINT %x
PRINT /x$;k$;sp, AT a,b TO c
PRINT @x$
PRINT ATTR x
PRINT SCREEN $ x TO y
READ #x
READ IN #
RUN x$
```

An impressive array of new commands there, you must agree. Where possible, original Spectrum keywords have been used, and where this wasn't possible an asterisk (*) has been placed in front of the word to disable the 'K' cursor keyword mode in the computer.

The new commands cover a wide range of powerful functions. Let's look at a few of the more interesting examples:

?PROG Displays the length of a Basic program in bytes to give some indication of memory being taken up by the program. A useful trick for Basic programmers who want to keep an eye on their use of the available RAM.
LIST £x Displays a monitor listing of memory from the decimal number x, with a choice of hexadecimal or ASCII to find text.
RAMTOP Tells you where Ramtop is!
PRINT @x$ Prints text centred on the screen. Saves all that counting up the columns and printing spaces or TABs.
***MIRROR** flips the screen!
OUT *s,l,h,m Saves a file as a headerless piece of code, reloadable with another new command, **INPUT *s,l;h.**
?SCROLL x does precisely that, scrolls x number of lines up the screen.
And so on.

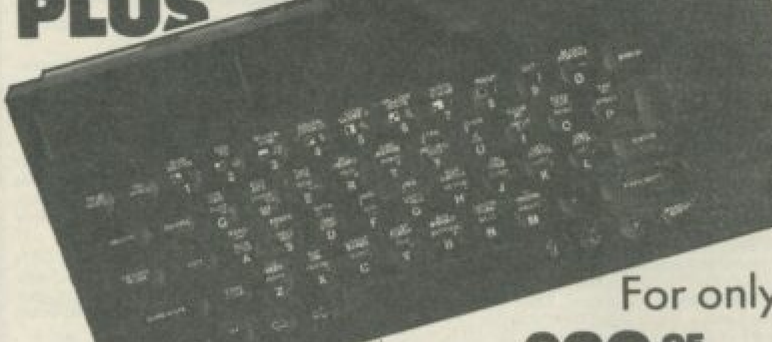
Installing the new commands in your Interface 1 is a piece of cake. A special program is on the tape to allow you to copy the *Imbos* programs onto a microdrive or disk, five programs in all, plus a demo program to demonstrate the power of the new commands. Depending on the issue ROM you have (one or two) the program will load one of two main programs containing the new commands. This is necessary to make the new words work in either ROM, as Issue 1 and 2 ROMs are different enough to cause problems.

After you've installed *Imbos* the loading screen will pull down, and on the press of a key, you'll be handed over to Imbos Basic. When NEW is typed and entered, you are returned to the usual prompt, but with Imbos Basic intact in the Interface 1 protected by RAMTOP. To invoke the program you need to type RANDOMISE USR 57250, and the new operating system is switched in. Then the *Imbos* 'test card' pops up. The RAND USR address only has to be used to invoke the system, but if you're a programmer and want to get around this, you can follow instructions in the manual to do this. If you write a program using *Imbos*, you need to save the *Imbos* code to your program tape in order to run it on someone else's computer.

This is an excellent package, and as you can see it does have some very interesting possibilities. It even has its own error codes to tell you if anything goes wrong with your *Imbos* programs. It's actually worth more than £8.65, but I reckon that Companion will sell many more units that way. Every Speccy owner should have one.

Contact: Companion Software and Hardware, 193 Brampton Road, Carlisle, Cumbria CA3 9AX. (Cassette £8.65 + 30p postage and packing) Tel: 0228 35208





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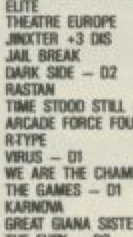
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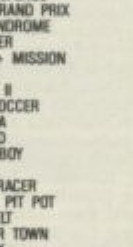


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YS ADVENTURES

ADVENTURE HELP EXTRAVAGANZA!!!

The adventure pages look a little different this month, but that's because I like to keep you on your toes so you never know quite what to expect, as the bishop said to the... but no, let's leave that kind of remark to the rest of the magazine and leave the adventure section as pure as the driven slush.

As I haven't done any colossal clue collections for quite some time, and they seem to be very popular when I do them, what I've done this month is go absolutely bonkers (good old Sid and Doris Bonkers), and compile the biggest clue collection you've ever seen in your life... so big it's taken over the entire adventure section! Let me know what you think of the experiment, and whether you'd maybe like some cut 'n' keep adventure club collections in the future.

And now, on with the alphabetical extravaganza...

A

ADULTIA

What to do with the jug
TI OTNI BMILC
How to get down the cliff
ENIV WORHT
What to do with the Gobbit
RAB SRAM EVIG

APACHE GOLD

Stuck for a magic word
OREGINOM YAS
How to deal with the crocodile
GABDNAH WOHS
What to do in the mine
ENIHSNOOM EKAM DNA RELLITSID RIAPER

AZTEC HUNT FOR THE SUN GOD

The llama
EZIAM FO SBOC EERHT MIH EVIG
The Goddess Of Spring
DEES DNA REHTAEF ,LLEHS DEEN OUY
The spider's web
EFINK ENOTS HTIW TUC

ARROW OF DEATH PART 1

EIBEERF A ROF EAS DNES

ARROW OF DEATH PART 2

Where to dig
DNUOM TA DNA EVAC NI
To pass skeleton
KCOR HTIW TI KAERB
What to do with stone
TI EVIG NEHT ENOTS BUR
To get into store
YEK TEG OT LAMINA LLIK
What use is sword
EGDIRB NO EPOR TUC
To reach wheel
ROIRRAW DAED MORF MROFINU RAEW
To turn wheel
DEEW TAE
To rouse Arnid
DEEW EVIG
To remove veil, and have it return
NAGRO NO CISUM YALP
To reach ledge
MSAHC FO EGDE MORF PMUJ TSUJ

AFTERSHOCK

What do elephants like
ESRUOC FO SNUB
What to do with ramp
MSAHC RAEN PMAR PORD
What to do with car
PMAR OTNO RAC EVIRD DNA ENIGNE TRATS
How to open sluicegate
MSINAHCEM ETACIRBUL DNA TI OTNO ELDNAH TIF
What to do with valve
EPIP EULB OT EVLAV TIF
What next
REVIRDWERCS HTIW EVLAV OT SERIW TCENNOC

ASHKERON

What to do with cart
TRAC OTNI BMILC
Where to light candle
NEHCTIK NI ERIF TA
What if people blow it out
XOBREDNIT YRRAC
Drawbridge
EGDIRBWARD REWOL FRES OT YAS
To enter pantry
GNIYALP SI TI ELIHW XOB CISUM YRRAC
When you get hungry
ESAELP DOOF EMOS ERAPERP RELTUB OT YAS
The tarnished shield
TI HSILOP OT DIAM KSA
Portcullis
TI NEPO OT FRES KSA
Vulture
TI TA RAEPS WORHT

B

BULBO AND THE LIZARD-KING

To pass the dragon
TI ERUC RO TI LLIK REHTIE
To pass the rat
TAR GNITISIV RETFA REDLOUB LLOR
To pass the orcs
SEHSUB NI EDIH TSUJ
To learn name of golden bird
HCUOP NI SNIOC ENIMAXE
To get donkey over wall
TI WORHT RO TI TFIL
Slippery slope
YLLUFERAC BMILC

BOOK OF THE DEAD

To get started
GGE HSAMS
What is the watchword
GNIHTEMOS
To pass cobra
ETULF YALP
Symbols on obelisk
XODARAP
Crocodiles
TAEM DEEF
In tavern
NAMOW WOLLOF/KNIRD EVIG/TIAW/EDIH/KNIRD YUB
Jars in apartment
STNETNOC TAE

THE BIG SLEAZE

What use is the wallet
ENON
No leads at Joe's place
MOOR S'NEM NI SLLAW ENIMAXE
What to do at Ben's
AFOS EHT ENIMAXE
The German
SLLIB FO DAW TEG
To open the grille
RABWORC EHT ESU
What to do at Statue of Liberty
HTOLC THIW HCROT BUR
Thrown out of library
REPSIHW
Problems in Central Park
YAD GNIRUD OG YLNO
To catch the whale
NUG HTIW TI TOOHS
What to do with bullfinch
TI SHAMS
King Kong a problem
ENALP LEDOM OTNI YRETTAB TUP

THE BOGGIT

Combination of lock
YADHTRIB S'ODORF
Answer to Grandalf's question
GNIHTON
Trolls
XUL YAS
Can't find sword
NORDLUAC BMILC
Goblin's back door
LOOF YAS
Tree by goblin's back door
GGE EGRAL HTIW TIAW
To get rid of Beholder
ETTERAGIC GNIYRRAC ELIHW KCATTA
To destroy spider
HCIWDNAS EVIG
In web
GNIVOM EROFEB BEW LLUP

BORED OF THE RINGS

Swallowed by willow tree
PLEH LLAC
At Gates of Morona
REPPEP PORD
Where to find pepper
NIATNUOM OT HTAP NO

ILLUSTRATION: ANTHONY COLBERT

To deal with monster gays
RETSOP PORD
Red and blue buttons
EULB NEHT DER SSERP
Fissure
SSORCA GNIWS DNA EPOR WORHT

BUCKAROO BANZAI

What to do at the lake
ESOH NAELC DNA YRETTAB LLIF
Pumps in gas station
DESU EB TONNAC
In office
EFAS DNIF OT ELBAT EVOM
Purpose of sand
LEUF ROF DEDEEN
Flashlight runs out
NIAGA NO SEMOC TI DNA SEVOM WEF A TIAW
Purpose of duct tape
ESOH RAC OT ESOH PMUP NIOJ
In field
KCIP HTIW ECIWT GID

C

COLDITZ

To get into coffin
RABWORC HTIW DIL REVEL
Guard at top of tower
REGGAD HTIW LLIK
What to do with dead guard
MIH SSERDNU DNA HCRAES
In bunk room
KNUB EVOM
In tunnel
FOOR PORP
To get pass
ENIHCAM ESU DNA ETALP TIF
To get under stage
LWARC

CASTLE EERIE

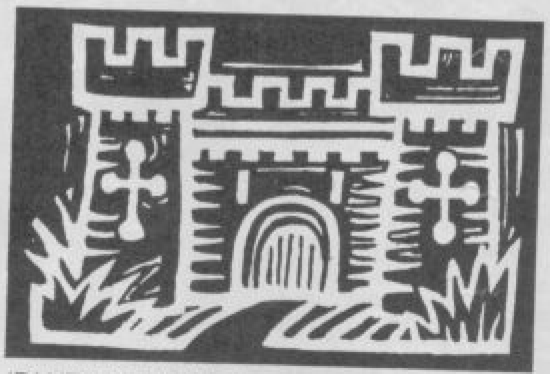
In the granary
RAB HTIW PART NEPO
Trouble with lock
ERIW HTIW KCOL KCIP
What use is oil
WAS LIO
Commands for ladder
REDDAL YAL/REDDAL DNETXE
To cover TV camera
TAOC GNAH
What use is the haggis
GOD DEEF

CASTLE THADE REVISITED

How to light straw
TNILF HTIW THGIL DNA ,SWOLLEB
EZEEUQS ,EGROF OT EKAT
What to do with pedestal
KLIS HTIW KCOLB
To open the urn
LAIHP EHT TEG
In corridor with moving walls
RAB NORI PORD

CASTLE BLACKSTAR

To get eggs from aviary
NILOIV YALP
What happens when you wear ring



'D' HTIW GNINNIGEB GNIHTYNA OT ELBISIVNI
To prevent dynamite exploding in flames
ELTTOB MORF DIUQIL RUOP
To keep the boat afloat
GNIDNAL YREVE NO TAOB LIAB
To get sword from stone
DROWS LLUP DNA ERTPECS DNA NWORC RAEW
To deal with invisible hand
RUOLF WORHT
To stop sliding walls in Split Room
EVAC ECIVERC NI KCARC NWOD RAB NORI PORD
To pass the troll
FFATS EVAW OT SI YAW TSEB
To approach dragon
AERA BRO MORF TIXE NO YLNO
To kill dragon
NOPAEW HTIW LLIK DNA LAIV PORD

CLAWS OF DESPAIR

To find gold
EKAL EDAW
What to sing at the inn
SLAI GNIS
Answer to wizard's riddle
SDROW SIH ETON DNA '9' EPYT
Nymph's riddle
BMOT YAS
Old woman and guards
SDRAUG LLIK
To leave city gate
SDRAUG OT RATS EVIG
To enter castle with princess
SDRAUG EBIRB
To pass harpies
XAW RAEW
What to do with tightly bound chest
TSEHC HSAMS
To cross mountain lake
NROH WOLB
To open iron doors
DOR SSARB GNIYRRAC ELIHW SROOD TIH
Route through Minos' Maze
TSAE HTUOS/HTUOS/HTUOS
Painting inside hut
TI PIR

CROWN OF RAMHOTEP

To reach jar
TI BMILC DNA REDDAL PORP
At the tomb
TEPMURT WOLB
What to do with Ramhotep
PETOHMAR EKAWA
To read the notice in the hotel
MUESUM NI FLEHS NO YRANOITCID DAER
What to do with bread
EROFEB TON TUB YRGNUH NEHW DAERB TAE

CUSTERD'S QUEST

To defeat Time Beast
HCTAW EVIG
To find something to defeat Time Beast
TIBBAR ETIHW OT THGILED HSIKRUT EVIG

To get something to give to white rabbit
NASLA ESUFER
Toll bridge
LLORT TA DUM WORHT
In pig sty
HGUORT ENIMAXE
Dead lion
TI ERONGI
To cross over ravine
DOR EVAW
Wolf skeleton
TI ERONGI
In Necromancer's lair
OTOHP PORD NEHT EXA WORHT DNA BRO YRRAC

CIRCUS

EIBEERF A ROF EAS DNES

D

DODGY GEEZERS

To get pick axe
KAERB AET LLIT TIAW
In warehouse
SETARC NEPO DNA NILUAPRAT TFIL
Password at club
(SEHCTAM ENIMAXE) HSIFDROWS
In club
SDNUOR EVIF YUB
In library
SREWES TUOBA KSA
Choose your gang
OEDIV RM/YPAOS/SKCIRT
The grating
SNEPO TI LLIT HSUP
To get diary
THGILYKS NEPO
After reading diary
TI ECALPER
When Soapy asks if you want to load the crates
DAETSNI SLIAN TCELLOC DNA ON YAS

DEMON FROM THE DARKSIDE

Use of gloves
ENOTS ECI YRRAC OT RAEW
Herne
NROH EVIG
Horseshoe
TI EVAEL
To revive Sid
LLEPS EFIL TSAC
Teleport spell
DETAEFED SI NOKARD RETFA TSAC
Where to find Sid
ELDDUP ENIMAXE
To deal with dragon
DROWS HTIW LLIK
Knife
TI EVAEL

E

THE ENERGEM ENIGMA

To get past the ghost
NIAHC EHT MIH EVIG

What to do with mattress
NWOD EIL DNA ROSIV TUHS
To get down well
KSED MORF STOOB RAEW
To get out of mines
ELOM A HCTAC
To see behind waterfall
PMAL ESU
To cross river
ELOP HTIW TLUAV

ESPIONAGE ISLAND

The match
SSELESU
The string of beads
NAMOW OT REFFO
To deal with the Colonel
NUG HTIW TOOHS
To escape from enemy
PORD NEHT ESIUGSID SA TEKCAJ RAEW

EYE OF BAIN

To get the vine
EPA OT SANANAB EVIG
To scare away villagers
ELIPDOOW NRUB
To get honey from bees
TEN WORHT
To remove chain
ENOTS HTIW KAERB
To distract magpie
TSEN ENIMAXE NEHT SMROW WORHT
To deal with nomad
REGGAD WORHT
To deal with pirate
RATIMICS HTIW LLIK
Stream
RETAW HTIW TEKCUB LLIF
To deal with the serpent
DROWS HTIW LLIK

ERIK THE VIKING

EIBEERF A ROF EAS DNES

EXCALIBUR

The crimson fish
TI TAE T'NOD
To cross the chasm
ELOP A DEEN UOY
To get a pole
REDDAL EHT KAERB
The woman on the path
NIOC EHT REH EVIG
To pass the trapdoor
EXA HTIW TI HSAMS
To deal with ice creature
TI TA TLAS WORHT
To open the portcullis
HCNIW EHT LIO

F

FEASIBILITY EXPERIMENT

To kill the lion
DLEIHS REHTAEL DNA RATIMICS SDEEN
Plaited rope
EERT DERRAHC OT EIT
Glowing brazier
LENNUT ECI DNA EVAC ECI NI ESU

FOUR MINUTES TO MIDNIGHT

The ringing telephone
GNIRREH DER A
To get Sue back through the tunnel
REH YRRAC DNA TUO REH KCONK
In the bank vault
YENOM EHT EVAEL TUB KOOB EHT EKAT
To calm the madman
EUS DNA AIVLYS SDEEN

FOREST AT WORLD'S END

The nymph
SSIK A REH EVIG
The dragon
NROH EHT WOLB
The witch
GNIR EHT RAEW
The crystals
HTIMSKCALB OT EVIG
The rock
TI BUR
The sword
NRAZ DNA LRAK, SNOMED LLIK

FUDDO AND SLAM

To cross river
TI LLOR DNA EERT POHC
To survive icy wasteland
RAEB NIKS DNA DNUOM HCRAES
To deal with mothership
EKOP ESU OT MALS KSA
To avoid being crushed by enormous ball
HSURC ROF KCAS LLUF PAWS
In Chateau Wrathful
RADNELAC NO EGAP NRUT
To survive in war-zone
NWORC ECI YRRAC

G

GUILD OF THIEVES

To get into castle
NAM DLO PLEH
To get to windmill
"SENAV POTS ESAELP" RELLIM OT TUOHS
At the palm tree
IT EKAHS
To deal with macaw
WACAM DEEF NEHT EDAPS HTIW
TUNOCOC KAERB
To get cash for the rat race
MOOR GNIWARD NI NOIHSUC NEPO
At the organ
SYEK YROVI DNA YNOBE EKAT
To deal with the ice snake
ESUOHTOH OT ECNO TA OG
To open sarcophagus
NOTELEKS MORF REGNIF ESU
The bee hive
GNIRREH DER A

GNOME RANGER

What to take from the shop
LEVOHS EHT
To get objects out of the mist
ENOEMOS WOLLOF
To dig at the rainbow
TI OD OT HPMYN EHT TEG
At the waterfall
YRENECS TSUJ S'TAHT
The nymph
REWOLF EHT REH EVIG

To break the witch's wand
NUAHCERPEL EHT SDEEN
To start part two
YRARBIL NI SKOOB DAER DNA FAEL AET
EKAT

H

HEAVY ON THE MAGICK

To pass the slug
TELLEP EHT SDEEN
To pass the werewolf
TEGGUN EHT SDEEN
To pass the fire
PSALC EHT SDEEN
To pass the Hydra
EKANS EHT SDEEN
To invoke Astarot
DROWS EHT SDEEN
To invoke Magot
REWOLFNUS EHT SDEEN
To invoke Belezbar
SITNAM EHT SDEEN
To invoke Asmodee
YBUR EHT SDEEN

I

IMAGINATION

EIBEERF A ROF EAS DNES

INSPECTOR FLUKEIT

The gardener
RETSUD HTIW MIH ELKCIT
The vicar
YRAID DNA ENIZAGAM MIH EVIG
The bouncer
DNAW EVAW
The dog
SENOB EVIG
The flies
TAEM DLO ESU
In the cellar
HCROT EHT ENIHS
Lever on armour
RERUOBAL EHT NEES EVAH UOY RETFA
ESACKOOB SNEPO
In the Cregley Arms
TNIP A RERUOBAL YUB

J

JACK THE RIPPER

What to do with pen
TOLS NI NEP TUP
What to do with bead
ELTTOB NI TI TUP
How to avoid recognition
EVAHS

What to do with bottle
WODNIW FO TUO WORHT DNA WOLLIP NI TUP
What to do with dolls
EDISNI KOOL DNA LLOD HCNERF DAEHEB

THE JADE STONE

What to do with lumberjack
NOTTOC HTIW DNAH EGADNAB
What to do with petticoat
TI PIR
The hermit
HCOORB MIH EVIG
To enter castle
NROH WOLB
What to do in bear's cave
ESNECNI THGIL
To dispose of vulture
TAEM PORD

JINXTER

What to do with the bull
HTOLCELBAT WORHT NEHT HTOLCELBAT EVAW
The magpie
TI OT NETSIL
To open sliding doors by boat house
LIO HTIW SRENNUR LIO
To fix hole in canoe
ELOH NI TUP NEHT KCOS NI GNUB TUP
At the mound of dirt
SMROW FO NAC NEPO NEHT TI BMILC
The plastic dragon
ESU REHTO ON TUB TI HTIW YALP

K

KNIGHT ORC

To stop the monk from killing you
LLABERIF TSAC
Order of dealing with mouse, troll and dragon
LLORT NEHT NOGARD NEHT ESUOM TSRIF
The cure spell
TI ENIMAXE NEHT WORRAM TA WORG TSAC
To get into castle
EGDIRBWARD TA SEVINK TSAC

L

THE LABOURS OF HERCULES

Red herrings
ESEEHC/TIURF/HSELF WAR/ETUL/TEKCUB/DLEIHS/BULC
To kill lion
TI ELGNARTS
What next
NOIL NIKS
To cross river Alpheus
EERT HSUP
To catch boar
TEN WORHT NEHT RAOB ESAHC
The Stymphalian Birds
SLABMYC GNAB
The Cretan Bull
ERYL YALP

LORDS OF TIME

What to do with the frog
TI SSIK
To get the keys from the shed
ENOTSEDOL EHT ESU
To get the lodestone from the Narcissus
SSALG EVIG
The pick
ECI FO STOL OWT SKAERB
The grate in the Roman baths
TI LLUP NEHT HTGNERTS FO SRETAW KNIRD
To deal with the mammoth
ERIF A THGIL
The fairy
HTOOT A SDEEN



M

MASTERS OF THE UNIVERSE

To get into castle Grayskull
SMRA FO TAOC TIH DNA TAOM PMUJ
Room of mirrors
NAM-EH SA RORRIM RETNE

To deal with Mantanna
DROWS HTIW LLIK
Pagoda Garden
LIOS ENIMAXE
The abacus
TI PORD TON OD TUB DAEB EVOMER
Blood river
WALC OT EPOR EIT/SDEER TIALP/SDEER TEG
In shaft
KOOH WORHT

THE MURAL

To find the hamster
HCNARB LLUP DNA TSEROF NI EERT ENIMAXE
To get the coin
EGAC ENIMAXE DNA TAOC PORD
To find the break-dancing frog
TIUSTEW NI EKAL MIWS
To receive paintbrush
NIATNUOF OT TXEN XOB TSOP NI EPOLEVNE TSOP

MURDER HUNT

To get across the marsh
STOOB RAEW
To open gate to Haley Hall
PIRGRIAH ESU
What use is the charm
TSEHC NEPO OT
What use is tractor
LLA TA ENON

MURDER OFF MIAMI

In office
MARGOIDAR DAER/OMEM DAER/DNATSTAH EMINAXE/KSED ENIMAXE
At the launch
TIAW NEHT ENALB TUOBA KSA DNA NODRUG KLAT
What to say to Captain and Rocksavage
TNEMETATS TUOBA KSA
In Blane's Room
ROOD ESOLC/TUO/TIAW

N

NECRIS DOME

The first mandroid
TI HCRAES DNA TI ENIMAXE
What to do with suit
TI YARPS
What to do with unit
TI NI DIORDNAM TUP
What to do with pipe
EXA HTIW TI TIH
What to do with shell
TI RAEW

THE NEVER ENDING STORY

To carry broken glass
REHTAEL EHT DEEN UOY
In room with strange machine
LATSYRC PORD
To pass the sphinxes
KNILB YEHT LLIT TIAW
The swamplands
EMIT ROUY ETSAW T'NOD
To enter tower
YEK DLOG HTIW ROOD KCOLNU
To enter door to Empress's quarters
ESAELP YAS

O

THE 'O' ZONE

To pass beams
MEHT PMUJ
To activate laser
HCTIWS HCTIWS
In toilet
NRETSIC ENIMAXE DNA TELIOT BMILC
What to say to pilot
REKAL EIDDERF
When plane in a dive
KCAB KCITS
What to do with snake
TI WORHT
To enter the silo
RABWORC ESU
When you reach the terminal
DIOREHPS TRESNI

P

THE PAWN

To stop the guru laughing at you
TRIHS HTIW DNABTSIRW REVOC
To move the boulder
REDLUOB REVEL DNA TRIHS HTIW EKAR DNA EOH EIT
What to give the guru
LWOB NI WONS TUP
To lift the floorboards
TSRIF ROOD ESOLC
What to do with the snowman
ETIHW EHT HTIW MIH TLEM
What to do with the rice
STSIMEHCLA EHT OT TI EVIG

PLAY IT AGAIN SAM

To get a taxi
IXAT LIAH
To get into apartment in apartment block
ROOD YMMEJ
To get out again
WODNIW TLOBNU
When barman asks 'What'll you have?'
NOBRUOB REDRO
When Rudy asks what you are doing
AIVLIS ROF GNIKOOL
What to do when you've CUT BONDS
BLADE
WODNIW HGUORHT BMILC
In Gloria's apartment
SEMIT LAREVES 'YHW YAS'
When to do when somebody hears you at the warehouse
EDIH

PRINCE OF TYNDAL

How to get rope you can't reach
EPOR KOOH NEHT ELOP OT KOOH XIF
What to give the alchemist
KOOB EHT
How to move the rocks
TI OD OT SREGALLIV EHT TEG
What to do with the jewel
EIPGAM EHT OT TI EVIG
What to do with the mushroom
TI NO NOITOP RUOP

How to enter the hole at the waterfall
NOITCURTSED FO LLEPS TSAC
What to do at the altar
SSECER NI YEK DLOG ECALP

Q

QUEST FOR THE HOLY GRAIL

EIBEERF A ROF EAS DNES

QUEST FOR THE GOLDEN EGGCUP

If any objects stolen
ELOH FRAWD OT OG
To cross chasm
DNAW EVAW
To recross river
NAMYRREF OT DRAC WOHS
To defeat guard
DRIB EERF
What to do with bottle
OGNOW OT TI EVIG

R

THE RAVEN

To get started
TPYRC TA TIAW DNA YRAID DNIF, ETON DAER, ECALPERIF ENIMAXE
What to say to Edgar at graveyard
REVAELC EHT PORD
What to do with the cleaver
NOITATS ECILOP TA LENOIL OT EVIG

RED DOOR

To deal with the snake
EKANS HCTAC DNA EPIP YALP
What to do with ruby and coin
ENIBUCNOC OT EVIG
What to do with spider
TI DEEF
What to do with needle
TI DAERHT
What to do with Anubis
MIH ELKCIT

RIGEL'S REVENGE

To begin
SELGGOG TEG
In desert
SPETS ECARTER DNA ENOB TEG
To get shape under bed
ECIWT DEB HSUP
To get out of basement
EIBEERF A ROF EAS DNES
What to do with bone
GOD OT TI EVIG
How to cross gap
PMUJ DNA NOTTUB NEERG SSERP
To find way in suburbs
TSOP PMAL BMILC
Which uniform to get
NAILLEGIR
How to put out light
TI WORHT DNA NOITACOL YNA MORF ELBBUR TEG

ROBIN OF SHERWOOD

EIBEERF A ROF EAS DNES

RUNES OF ZENDOS

The apprentice
MIH KCATTA DNA TNADNEP RAEW
The armour
DICA HTIW TI KCATTA
To pass the bird
FFUM RAE EHT RAEW
What to do with the corkscrew
RELTUB OT TI EVIG
Dragon and dwarf
NOPAEW YNA HTIW KCATTA
Horse shoe
TI HTIW RORRIM KAERB
To pass vat of smelly liquid
GEP RAEW
What to do with meat
SUTLUV OT TI EVIG
To defeat werewolf
REGGAD HTIW KCATTA

S

THE SERF'S TALE

To get the dragon's scale
GNIRREH DER A S'TI ESUACEB T'NAC UOY
To open the clam
TNEDIRT HTIW ESIRP
The seedling
ECIWT TI RETAW
To deal with the snake
DRIB EHT ESU
To deal with the dragon
SDNAH ERAB HTIW NOGARD LLIK

SHADOWS OF MORDOR

To cross swamp
TFAR EKAM DNA SGOL GARD
To use raft
HCNARB HTIW TFAR ELOP
If a Black Rider enters your location
GNIHTON OD
To get fishing line
HTGNEL EKAT
To make fire
DROWS HTIW HCNARB TUC

SOULS OF DARKON

What to do with robot
TOBOR PAZ
What to do with dead robot
LATSYRC TEG/KOOL/NOTTUB SSERP/MRA ENIMAXE
How to get sword repaired
HTIMSKCALB OT NIOC EVIG
What to do at fountain
TI NI LATSYRC TUP
What to give to the guide
DLOG

SECRET OF ST BRIDES

How to get the cat
TNIMTAC ESU DNA MOORHSUM TAE
How to shrink in size
MOORHSUM FO EDIS REHTO TAE
When you're arrested for not having a ticket
LLI EB OT DNETERP
How to give proof of identity
TEKCIT YRARBIL WOHS
How to show some magic to Fir Bolg
GNITIRW TUO BUR DNA REPAP NO ETIRW

T

TEN LITTLE INDIANS

Small key on table
!EBORDRAW OG TON OD TUB
EBORDRAW SNEPO
The suit of armour
TI GNILTNAMSID EROFEB MRA LLUP
To get combination of safe in ticket office
MOORDEB RETSAM NI REPAP FO
PILS ENIMAXE
What to do at first station, Lower Massington
LLA TA GNIHTON
'Country Road' maze
STCEJBO GNIPPORD YB PAM

TWICE SHY

To get started
EVAEL/ELFIR DAOL/EUQEHC
TEG/STELLUB TEG/ENOHP REWSNA/LLA
EKAT/ECEIPELTNAM ENIMAXE
At Keithley's House
"KNIRD A YCNAF" RETEP OT YAS DNA
ROOD KCONK
Old Hustler pub
SEMIT OWT RETEP OT SSALG EVIG DNA
KNIRD YUB
What to do with tapes
DET OT MEHT EVIG
At Bisley
MIA ECITCARP
After Bisley
LLAC ENOHP ROF TIAW DNA EMOH
NRUTER

THE TIME MACHINE

To enter the house
WODNIW OG/WODNIW HSAMS/SEVOLG
RAEW
When in cellar
ETTESSAC TRATS
On the brig
GNIGGIR EHT BMILC
At the swamp
STIUCSIB HTIW OTNORB DEEF
The lever
KCOR HTIW TI MAJ
On the grassy plain
ETALP RABWORC

U

URBAN UPSTART

To escape from hospital
TAOC ETIHW RAEW
What use is red tape
LLAH NWOT OTNI TEG OT
To pass rainy streets
ALLERBMU NEPO
The lorry and the car
MEHT ERONGI
To escape from jail
SGNIR ENOHP LLIT TIAW DNA KSED OT
OG
To cross building site
STOOB RAEW
What to do with officer at airport
SREPAP EVIG DNA REVIF EVIG



V

VALKYRIE 17

To get stethoscope
KCIRB HTIW ESAC HSAMS
To get into room 21
EGDEL GNOLA OG
To climb down
DEB OT EPOR EIT NEHT STEEHS EIT
At the ski hut
(ERUTCIP NI NEES) SELOP EHT TEG
At the fountain
HSIF NOSIOP
At the butchers
BMAL TEG DNA XOB EVIG
To use telescope
EPOCSELET NRUT DNA LLUPGNIR ESU
To put camera out of action
MAOF YARPS
Password
DLEFNEKARD

W

WIZARD OF AKYRZ

The shovel
SLENNUT NI ECNO DNA DNE DAED TA
ECIWT GID
The farmer
NEKCIHC EHT HIM EVIG
To deal with fox
GUR NI TI EDIH
"Ravens guard the treasure"
NEVAR YAS
To deal with goblin
DROWS HTIW LLIK
To stop specs falling off
NIAHC TIF DNA GNITNIAP MORF NIAHC
TEG

WIZARD'S ORB

The wolves
MEHT NIKS NEHT FFATS HTIW LLIK
At the furriers
SNIKS LLES
What to do with the knife
TI NWAP
What to do with the wine
SEMIT EVIF NAM OT TI EVIG
What to do with the mirror
MSIRP HTIW EMARF DNEM
To deal with the witch
LLEPS TCELFER

Y

YELLOW DOOR

The solar beam
DROWS HTIW TI TUC
What to do with sunflowers
MEHT EKAHS
What to do with marigolds
EPOH OT MEHT EVIG
The hamster
SDEES HTIW TI DEEF
What does 'Ray is cone cups' mean
SUCINREPOC YAS
What does 'Oy yachts' mean
OHCYT YAS
What magic word does Diana want
ESEEHC YAS

Z

THE ZACARON MYSTERY

What to do with talisman
NAM OT TI EVIG
What to do with penknife
TNET NI ELOH TUC
What to do with crows
MEHT ENOTS
What to do with the whiskey
RELTUB OT EVIG
What to do with copper coin
DRAUG EHT OT TI WOHS
What to do with locket
REYWAL OT TI WOHS
What to do with tights
MEHT RAEW NEHT TSRIF MEHT ENIMAXE

Well, that's your lot. We'll be back to normal next month, so until then...


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Get your dessert spoons out and feast your eyes on the two crispiest, crunchiest pages in *YS*! There's a banquet of bargains waiting for you 'cos it's *Input/Output*.

SOFTWARE



■ Lots of games to swop, over 250. Send your list for mine. Write to K.A. Sumner, Cornelly Court, North Cornelly, Nr. Bridgend, CF33 4HU.

■ I have a lot of recent games to swop with you. Send you list for mine to Joao Maurilio Nobrega Caires, Sitio do Livramento, Madeira 9125 Canico, Portugal.

■ I want Gremlin's *Top Ten Vol. II* for two of: *Combat Lynx, Cluedo, Jet Pac* and *Hunch Back 2*. Send game to, Paul Taylor, 343 Holyhead Road, Wellington Telford TF1 2EZ.

■ I have *Great Escape* and want *Xecutor* to swop, interested? Send game to, Paul Taylor, 343 Holyhead Road, Wellington, Telford TF1 2EZ.

■ Swop *Platoon* for *Aliens US* or *Out Run* for *720°*. Phone Paisley 887 6329 after 7pm on Sunday and ask for Brian.

■ Games to swop. If you are interested send your list to Richard Payne, 78 Attwyll Avenue, Heavitree, Exeter EX2 5HW. All letters answered.

■ Will swop *He Man* and *Master Of The Universe, The Movie* and *Death Wish III* for *Joe Blade I* or *II* and *Flying Shark* and *Indiana Jones And The Temple Of Doom*. Phone Peter (031) 657 2252.

■ Would like to swop *Driller* for *Bubble Bobble* or *Elite Pack II* or *III*. Send to Andy Hill, 11 Highfield Road, Camelford, PL32 9GZ.

■ Games to swop *Cybernoid, Flying Shark, Ice Temple, Sigma 7, Karnov, Fire Fly, Auf Monty, Magnetron, Micronaught One, The Plot*. Write to Andi, 55 Stanley Street, Ramsbottom, Bury BL0 9JG.

■ I have over 1,300 games to swop, and I swop action films too. Send your games and film lists to: Petri Mannisto, Karajatorma 2 N 85, 33310 Tampere, Finland.

■ Swop *Side Arms* for any of the following *ATF, The Flintstones, Karnov, Buggy Boy, Fire FLX, Platoon*. Originals only. Write to Matthew Hobbs, 27 Holcon Court, Redhill RH1 2JZ.

■ Will swop *Terramex* for *Psion Back Gammon* and *Sherlock*. Write to Graeme Bell, 31 Cairo Street, Hendon, SR2 8QH, if interested.

■ Games to swop. Your list for mine. Luke Nash, 49a Dock Road, Tilbury, RM18 7DB.

■ Do you want the latest software, for Spectrum, Amiga and Amstrad? Contact The Force at 23 Changton Avenue, Crewe, CW2 6EZ.

■ Spectrum 48/128K owner is looking for other Spectrum users to swop games, POKEs and magazines. Please write to, Remko Lansaat, Pr. Firsohof 40, 7061 WV Terborg, The Netherlands.

■ Specdrum drum machine, Quill illustrator and patch, *Hobbit, Olli And Lisa, Beachhead, Holy Grail, Livingstone, One Man* and *Droid*. Will swop for any reasonable offers. Paul Oxenham, 21 Riverview Drive, Exwick, Exeter EX2 4AE.

■ Looking for *Crazy Cars, Flying Shark*. Will give *Future Knight, Slapfight, Ikari Warriors, Fist II*. Will swop separately. Must be originals. Also other games to swop. Charles Smith, 67 Hollymount Park, Waterside, Londonderry, BT47 3UW.

■ Loads of games, including *Dan Dare II, Basket Master, Thundercats, Aliens US, Combat School* and many more. Phone Amir or Tarik on (01) 992 9939.

■ Swop *Arkanoid, Head Over Heels, Enigma Force* and *Shanghai Karate* for *PAW*. Must be in good condition. Ian Macaskill, 33 Leadburn Road, Barmulloch, Glasgow G21 3HR.

■ Hi! Want to swop games? I've got all new ones like *Target Renegade* and *Karnov*. Please write to Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich NR12 9BH.

HARDWARE



■ Spectrum +3 for sale, all leads, tape recorder, £200 worth software and cartridge drive, any offers? Ask for Neil, when phoning this number, (04868) 27439.

■ Spectrum 48K rubber keyboard with leads, interface 2, 200 games, and white computer desk, all in good condition. Please phone Lillian on (01) 889 7281 any time. For sale at £300.

■ Spectrum+, two data corders, ZX printer, currah speech, ram turbo interface, joystick, over 100 originals (£700+), machine code course, mags, worth over £870. Sell for £250. Phone Howard on (031) 554 1702.

■ Will swop *Super Sprint, Ninja Hamster, Bobby Bearing* for *Out Run* and *Bombjack*. To make deal, phone (01) 993 3204 and ask for Tommy after 4.30pm.

■ For sale Amstrad CPC 464, 30 games, manual, demo tape, green screen monitor and modulator, £199. Phone Medway (0634) 409694, buyer must be able to collect.

■ Spectrum 128K/+2 packs and lots of games, including *Renegade, 1942, Kung Fu Master*. Also colour TV. Only £100. Phone (021) 773 6033.

■ Spectrum +3 for sale. Includes 19 games on disk and 19 on cassette, joystick, kempston. Computer guaranteed until December. £195 ono. For more information write with sae to Z.A. Rasib, 56 Sewell Road, Bradford BD3 9TD.

■ 48K Spectrum, DK Tronics keyboard, interface 1, microdrive, mirage microdriver with snapshot, currah speech, joystick interface, Tasword, masterfile, loadsa mags and cartridges, all manuals, complete set input, any offers? Phone Matt on (0553) 671636.

■ +2 for sale at £250, easily £500 worth of software, including latest titles and joystick, which has only been out of box once! Phone (0631) 64650, 1 Lynn Court, Oban, Argyll, PA34 4HY.

■ 48K Spectrum with *Feud, Atic Atac, Xevious, Eidolon*. £100 ono. Unwanted gift. Phone Malcolm on (0803) 525385.

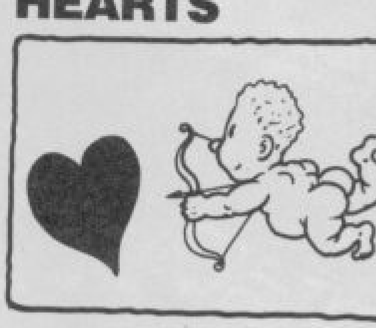
■ Sinclair Spectrum 128K+2, £350 software, £90 magazines, joystick, sweet talker, Kempston interface, all worth £640, will sell for £199. Phone (061) 449 8471.

■ 48K Spectrum with Saga emperor keyboard, plus 3 games, on/off switch, manuals, £60 ono. Steve Komor, 80 Graham Avenue, Penyfai, Bridgend, CF31 4NP or phone (0656) 721656.

■ Spectrum with DK Tronics keyboard, joystick with interface, tape recorder, light pen, printer, interface 1, amplifier and games, mags and books, with extension connector — £300 ono. Please phone Ashford (0233) 29409.

■ Wanted, disk drive 5, 1/4" with own power supply. BBC type for use with disciple. Mr PG Lewis, 135 Mold Road, Mynyddisa, Nr. Mold, Clwyd or phone (0352) 56020.

LONELY HEARTS



■ 13 year old boy seeks 14 to 16 year old girl for either relationship or just friendship. Send photo. Must come from Bristol area. Send sae for reply. Steven Chard, 16 Hill Street, St. George, Bristol BS5 7QN.

■ Lonely 17 year old male looking for a 15-18 year old female. Will reply to all letters. Send photo if possible. Phone Anthony (082) 2248, Higham.

■ 14 year old boy seeks good looking girl of same age. Send photo and write to Howard Garner, 64 Ashfield Road, Altrincham, WA15 9QN. Please hurry.

■ Lonely 14 year old male seeks female of same age or older. Please send photo. Write to, Batate Ranchordas, Rua Sacadura Cabral, Lote 18 2 Esq, S. Joao do Estoril 2765, Portugal.

■ Lonely 16 year old male, seeks mature 15-17 year old female. Interests include computing, music and athletics. Please send photo. All letters answered. Rich Plimer, 3 Melrose Avenue, Sneyd Green, Stoke on Trent ST1 6DS.

■ 15 year old girl seeks 15+ boy who likes going to the cinema, and generally having a good time. Photo if poss to, Liz Jennings, 12 Earl Edwin Drive, Richmond, DL10 4BH.

■ 13 year old boy seeks attractive girl of same age. Likes music, and chat. Please enclose photo, all letters answered. Write to Owen Mellon, 106 Melmount Road, Sion Mills, BT82 9PH.

■ Hi I'm Brian and I'm looking for a girl to cheer me up. If you're 13 and enjoy pop music and having fun then please write to, 4 Hyde Lane, Bovingdon, HP3 0EG.

■ Lonely 23 year old seeks female aged 17 to 25, with same interests in computers. All letters answered. Send photo. Andrew Burgin, 137 Pyebank Road, Pitsmoor, Sheffield S3 9GL.

■ I'm a 19 year old male looking for a 16-20 year old female. Interested in all sorts of music and computers. Photo if possible. Write to Joao Matos, Rua Casa do Trabalhador, 6 Atalaia, 6040 Gaviao, Portugal.

■ Lonely A level student, 17, seeks correspondence with a girl of about same age, to put meaning back into life. Chris Lewis, 46 Church Road, Baglan, Port Talbot SA12 8SU.

■ Incredible, incredibly lonely 15 year old male seeks 13-16 year old female to swop games, POKEs, etc and generally make me a happy guy. All letters answered. A. Fagan, 6 Seathwaite Avenue, Heysham, Morecambe, LA3 1JR.

■ Hi! I am 14 years old and would like to hear from all 13/14 year old females. Don't delay and include photo and address. Roger Brown, 10 Dilston Drive, Ashington, NE63 0LH. Hopefully interested in computers.

■ 17 year old attractive male, looking for young fruity female aged 15-17. Interested in music and underwater volley ball. (*What?! Ed*) Please send photo to Mario Cornetto, 8 Westbridge Road, Barlborough, Chesterfield S43 4JA.

■ Lonely young free and single whizz kid, seeks females aged 18 to 25. If you want a crazy life with a 21 year old male, write to Ralph Bulmer, 51 Shakespeare Street, Southwick, Sunderland SR5 2JX. Send photo!

■ Goodlooking male, 20 seeks goodlooking female 17 to 23. Photo appreciated. Go on make me happy. Bye for now! Mr. Jeremy Haynes, 606 Middle Road, Ravenhill, Swansea, SA5 5DL.

■ Female seeks male 17-22, must come from Scotland. I like chart music and most sport. If interested write now, (with photo if possible). Ann Corcoran, 37 Garry Drive, Foxbar, Paisley PA2 9BX.

■ Two females desire two nice looking males. Must like music and having loads of fun. Please include photo. We are both 11. Kathleen and Debbie, 63 James Street, Pittenweem, Fife, KTY10 1QN.

■ Hi I'm a 16 year old male with two very cute dimples, who seeks female of same age into computers and most music. All letters answered so get writing. Glyn Downing, 7 Forest End, Waterlooville, Hants.

■ Lonely 13 year old male! If you are a 13+ female you can help him by writing to, 28 St. Austell Close, Brookvale, Runcorn, WA7 6AN

■ One dead sexy hunk of a man seeks good looking female. Preferably supporting Newcastle United, but any team but Wimbledon will do. I am 15 and seek 14 to 16 year olds. T. O'Neill, 75 Mountside Gardens, Dunston, NE11 9QD.

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YS33



WANTED



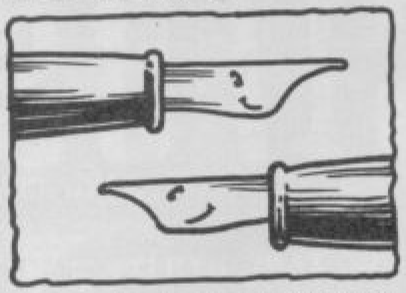
■ Wanted: Disk/printer system for a 128K+2. Swop for *Combat School, Out Run, Renegade, Scruples* and *Death Wish III*. Contact Colin Joyce, 14 Trasna Way, Lurgan, Craigavon, Co. Armagh BT66 8DL. All letters answered.
■ Please, please, please, I would like a copy of *Starfox* that works on the +3 tape or disk MF3. Write to M.A. Hunt, 61 Pirton Lane, Churchdown, Gloucester GL3 2RU.
■ Wanted, Disciple disk interface for 48K Spectrum. Swop approx £100 software including *Hobbit, Valhalla, M/C Tutor* plus many more. Ken Davies, 42 Seaview Caravan Park, Murcar, Bridge of Don, Aberdeen.
■ Wanted ZX or alphacom printer with or without paper. Must be in good working order. Ian Jones, 21 Dene Street, Pallion, Sunderland SR4 6JB.
■ Wanted! anybody interested in starting a software company. I will look at all programs. Send to Glyn Winstone, 21 Maple Avenue, Chepstow, Gwent.
■ Wanted *Jack The Nipper I* and *Back To Skool*. Will swop *The Living Daylights, Yogi Bear, 720°* and *Lord Of The Rings*. Ask for Geordie. Phone after 4pm (0349) 64414.
■ Will swop my Spectrum 48K with joystick, interface, over 200 games, cassette deck, 25 magazines worth £200, for your Commodore 64/128K with datacorder, games etc. Phone Northampton (0604) 767954. Thanks.
■ Wanted *Back To Skool* and *Jack The Nipper*. Will swop *Ikari Warriors, Game Set And Match, Knuckle Busters, Fairlight* and *Gary Lineker's Super Soccer*. Phone Mark Newman (0349) 64697 after 4pm.
■ Wanted urgently, *Complete Spectrum ROM Disassembly* by Dr. Ian Logan. Will swop for any three from *Planets, Bobby Bearing, Sports Pack, JSW2*. Phone (051) 924 0641.
■ *Death Star* interceptor for Spectrum. Phone Melksham 708747.
■ Wanted, multiface three. Will swop *3D Game Maker* (disk), *Arcade Creator* and *Elite*. Also want *Out Run* on disk, swop for *Infiltrator* and *Gun Runner*. Phone Daz on (021) 742 3184 between 5-6pm.
■ Have you got *Hacker*? I would like a copy. Phone (021) 458 3434.
■ Wanted urgently, *Crazy Cars*. Will swop for *Deflektor* and *Impact*. Preferably original please. Phone (0656) 63223, ask for Christopher.
■ Wanted, videoface, pocket TV opus, mouse or another peripheral for Speccy. Swop for 100 games minimum or write to Jorge, Av. 25 April No 7, Porteira, 2800 Almada, Portugal.
■ Wanted, any disk unit for Speccy or multiface 1 or peripherals. Swop for games. Write to Jorge, Travessa do Campo No. 6, 2800 Almada, Portugal.
■ Wanted, *Predator, Road Blasters, Karnov, Gauntlet II* and Cheetah 125 special. I have *Gauntlet 1*, joystick interface, Quickshot Turbo, *Sold A Million*. Also want *Bionic Commando*. Phone (0772) 703774 after 4pm, Steven.
■ Wanted, Interface 1 and multiface 128. Will pay up to £15 each. Phone (0654) 710446 after 7.30pm or write to Robert Jones, 2 Corbett Square, Tywyn, Gwynedd, Wales LL36 9DF.
■ Any football games wanted for Spectrum 48K or 128K, tapes only. Will swop for other software. Send list to Dylan, 50 Moorcroft, New Brighton, Mold Clwyd CH7 6RU.
■ Wanted, old game? *It's Only Rock 'N' Roll*. Will swop with either *Brian Jacks* or *Desert Burner*. Mark Renshaw, 45 Upper Close, Forest Row, RH18 5DS.
■ Wanted *Sorcerer Lord*. Will swop for any two of *Gunship, Armageddon Man, Enduro Racer* or *Gary Lineker's Soccer*. Geoff Perks, 25 Broomhall Road, Higher Blackley, Manchester M9 3PB.
■ Wanted, *Salamander, Gladiator, Deathwake, Bazookabill, Tobruk*. Swop for *Zynaps, Exolon, Wizball, Gutz* and many more. Also after *Driller*. Phone Worksop 487906.
■ Wanted *Flight Simulation*. Write to Tom Williams, 95 Christ Church Lane, Lichfield, WS13 8AL. Don't send tapes.
■ Wanted, *Bored Of The Rings*. Swop for either *Army Moves, Saboteur Two, Nemesis The Warlock, Fist Two* or *Thing Bounces Back*. Write to David Sinclair, 12 Manet Gardens, South Shields, Tyne and Wear, NE34 8LS.
■ Wanted, M-C books, will swop for *Your Spectrum* magazines or games. Please phone Chris on (061) 764 4955 or write to 15, West Drive, Bury BL9 5DN.
■ Wanted, picturesque assembler or m/c books. I have all *Your Spectrum* magazines and some early *Your Sinclair* magazines to swop. Phone Chris on (061) 764 4955 after 4pm.
■ Wanted, multiface one. Will swop *GAC, Melbourne Draw, Machine Code Test Tool, Barbarian, Army Moves, Konami Coin Op Hits, Avalon*, worth approx £75. Phone (0634) 574301 ask for Adrian.
■ Wanted, *Grand Prix* for *Paperboy* and *Bomb Jack*. For details phone (01) 549 7710.

MESSAGES AND EVENTS



■ Any free computer club in Normanton area or anyone interested in starting general computer club in this area, please contact Kathleen McHale, 118 Cambridge Street, Normanton West Yorkshire.
■ Super code: 6 programs including *CAD, Hex-Dex, Monitor*. Send cheque/PO for £1.50 to G. Jennings, 55 Paget Road, Erdington, Birmingham B24 0JX or send original disassembler-assembler instead of cheque. Must have full instructions.
■ Spectrum clearance. Many great offers, competition, hundreds of tapes at crazy prices! Don't delay, write today! Send sae to J.J. Meachen, 59 Lee Road, Dovercourt, Harwich CO12 3SB.
■ Software exchange, swop your used programs. Free membership. Spectrum, IBM64 and Atari. Huge program base. Please send sae to UKSEC, 15 Tunwell Greave, Sheffield S5 9GB.
■ Spectrum Unemployed User Group. Bi-monthly tape and/or disk mag. Free membership. Write for details: SUUG, 1 Bleachfield House, Thurso, Highlands, KW14 8QW. Hi Dave, Pete, Sandy, and all!
■ To Rich. Can I have my two pounds back please? From Phil.
■ Latest *Jet Set Willy* game with the usual sheet after sheet of hazards to encounter. For details please send sae to R. Davidson, 35 Prospect Road, Severn Beach, Bristol BS12 3QB.
■ Amateur adventure games and programmers, wanted for small new company. Contact Knight Computers, 6 Nevill Avenue, Hampden Park, Eastbourne BN22 9PT.
■ Odyssey bulletin board Hull — on line 24 hours a day, available free to all modem users: 1200/75 or 300/300 BAUD, viewdata and scrolling terminal. Phone (0482) 870919 includes BBC and Spectrum sections.
■ Written any good 48K/128K adventures? If you would like to be famous, send sae to Creative Juices, 28 Horseshoe Road, Longford, Coventry, CV6 6JY. We will consider anything!
■ *Penalty!* Great new football PBM needs 40 enthusiastic players. *Penalty!* Has all the features of professional football games plus more original ideas. Send sae to 83 Coach Road, Guiseley, Leeds, LS20 8AY.

PEN PALS



■ 15 year old male seeks penpals of any age or sex to swop software. Many new titles to swop. Mainly looking for *Predator* or *Cybernoid*. Send your list for mine to, Kenneth Ryan, Cornhill, Skerries. Co. Dublin, Ireland.
■ Female penpal wanted, 17-25 years, who enjoys running and computers. Speccy +2. Send photo to Bryn Snelson, 49 Bagots Oak, Highfields, Stafford ST17 9SA. All letters answered.
■ Attractive, petite, 17 year old female with outgoing personality, seeks male penpal aged 17-21. Reply to: Sarah, 23 Condon Road, Barrow Upon Soar, LE12 8NQ. Enclose photo.
■ Person of any age wanted who would like to share travel experience in Canada, America, UK and Ireland. I'm a Spectrum 48K owner. Please write to Frederik te Water, Vrijheid 11, 1231 TK Loosdrecht, The Netherlands.
■ Sinclair ZX owner, 28, new to the computer scene, seeks penpals to swop ideas and to learn more about computer programming. Contact Chris Ridley, 66 St. Brigids Place, Sligo Ireland.
■ 11 year old Spectrum owner needs penpal. Male or female. Interests include computing, golf, pop music and reading. Write to Brian Clark, 12 Lythgow Way, Lanark, Scotland ML11 7JA. So anyone anywhere get writing!
■ I would like a male penpal, aged 11-13. Interests football and computers. Please send photo if possible, thanks. Kevin Hammett, 84 Nadder Park Road, Exeter EX4 1NX
■ Hi! I'm a Portuguese boy looking for penpals interested in swopping games. I have over 500 games. Write to Dario Filipe, Av. 25 de Abril, 7 Porteira, Almada 2800, Portugal.

FANZINES



■ *Spectraxx* tape magazine for Speccy 48/128, a whole cassette full of news, POKEs, reviews, utilities and M-C games! Send £1 to Lee Tonks, 57 Myrtle Avenue, Selby, YO8 9BG.
■ Attention fanzine editors, new software company requires reviews for games. Also needed advertising space. Send sae and details of fanzine to: K. Grimes, 12 Stonechat Close, Restbay, Porthcawg CF36 3QF.
■ *SGM*, the new fanzine on tape. Out July 27th. Win a Specdrum in our competition. POKEs, and lots more! Only 95p send PO's/cheques payable to S. Cox to *SGM*, 5 Riverside Drive, Darlington, DR1 3TW.
■ *ZAP!* magazine, now without photo of Nicholas Parsons! Send sae to *ZAP Mag*, 88 High Street, Blunham, Bedford MK44 3NW. Only 80p!
■ *Tip Talk* is a new fanzine with POKEs, and tips. Available for Tasword 2 only. Send sae plus tape and 50p to R. Karim, 49 Garlieston Road, Barlanark, Glasgow G33 4TZ.
■ *Pandemonium* issue 13 is here! This fantasy mag is only 70p. From Matthew de Monti, 42 Kings Lane, Little Harrowden, Wellingborough, NN9 5BL. Back issues available!
■ *Stream*, first issue out July 1st with free game. News, reviews, POKEs, etc. 48K or 128K. Get *Stream* for £1.20 cheques to Craig Turner, 41 Coalbrook Avenue, Woodhouse Hill, Sheffield S13 9XQ.
■ New! *Micro* magazine. For details send sae to *Micro Magazine*, The Bungalow, Keycol Hill, Newington ME9 8NA.
■ *Restart*, the Spectrum fanzine. Issue 5 out now with free poster. For your copy send 50p and stamp to *Restart*, 1 The Beams, Ufton Close, Maidstone ME15 8EH.
■ New fanzine called *OO-ER!* Third issue out now. Just 40p plus 13p stamp. Send cheques/PO to Gavin Jackman, 87 Potters Lane, Send, Woking, GU23 7AJ.
■ *The Entertainer* tape magazine, issue 2 out now. Only 75p send to Miss I. Young, 105 Tintagel House, Salisbury Road Edmonton, London N9.
■ *Adventure Probe!* The monthly fanzine for adventures only. News, reviews, tips, hints, facts and opinions. Send £1.25 for sample issue to *Adventure Probe*, Dept. H, 24, Maes Y Gwmn, Llandudno, Gwynedd LL30 1JE.
■ Buy *ECU* the new tape magazine. Send cheque payable to Ian Warren, 54 Clugh End Road, Hattesley, Hyde SK14 3PX. It's got hundreds of pages for only £1. Geddit kid!
■ Fanzines! Superb range available. This plus loads more fantastic services and offers. For free 26 page newsletter send sae to Chic Computer Club, 28 Criss Grove, Gerrards Cross SL9 9HQ.
■ *Contact* magazine. Issue one available August. Only £1, send adverts, letters, jokes, anything to 37 Ince Avenue, Liverpool L4 7UR.
■ Music, video, books, computers, recipes all feature in *The Entertainer*. Simply the best tape magazine, out monthly for only 75p. Send payment to Miss I. Young, 105 Tintagel House, Edmonton, London N9 9TF.

ANSWERS

FARMER PHIL

Phil went off to market with seven eggs. His first customer has half the stock plus half an egg more, so;

7÷2=3.5
3.5+0.5=4
7-4=3

So Phil's stock is now at three. When the next customer comes along, this happens;

3÷2=1.5
1.5+0.5=2
3-2=1

Leaving Phil with one egg. The last customer has half this egg, plus half an egg more, leaving Phil with no eggs, and none broken all day!

DOUBLE DUTCH

Simple now you can see the answers, innit?

1 CRAZY CARS
2 GAUNTLET
3 FLINTSTONES
4 ROAD RACE
5 GUTZ
6 KNIGHTMARE
7 DRUID
8 YETI

ONLY KIDDING

The surgeon was the boy's mother.

GAMES, GAMES, GAMES!

And here is one I prepared earlier!

36	19	25	18
37	6	48	7
24	31	13	30
1	42	12	43

47	26	20	5
14	11	41	32
29	44	2	23
8	17	35	38

21	34	39	4
27	16	9	46
10	45	28	15
40	3	22	33

ANSWERS TO STREET LIFE PUZZLE:

1. **Mayonnaise**
2. **Supersede**
3. **Liquefy**
4. **Moccasin**
5. **Desiccate**
6. **Imposter or Impostor**
7. **Accommodate**
8. **Resuscitate**
9. **Pavilion**
10. **Inoculate**

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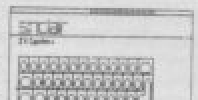
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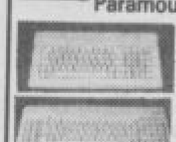
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PETE'S PUZZLERS

Phew wot a scorcher! And time indeed for the brain strain once again, as *Pete Shaw* takes us through the Mensa Test.

FARMER PHIL RETURNS

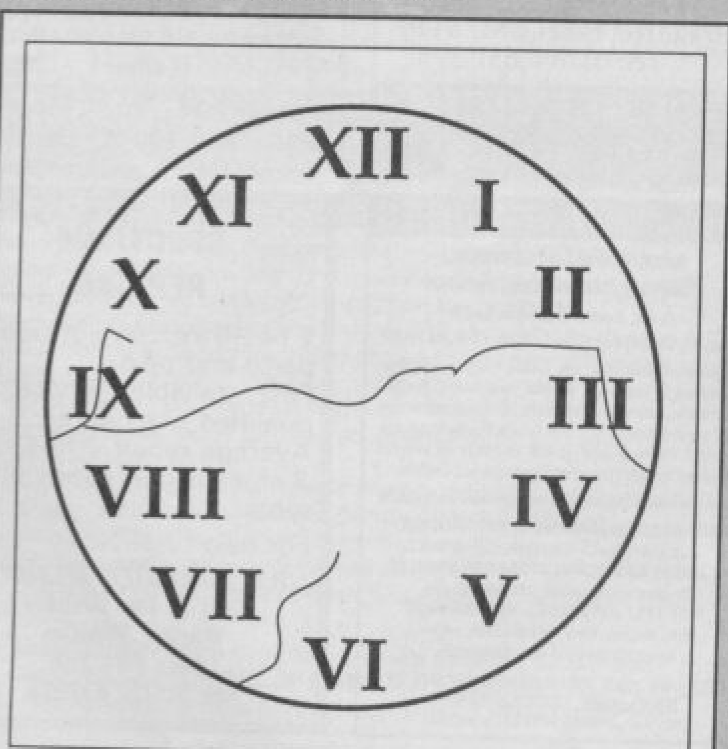
Farmer Phil went to the market to sell his eggs. His first customer said he would buy half Phil's eggs and half an egg more. Phil's second and third customers said exactly the same. When Phil had filled out all his orders (all three of them!), he had no eggs left and yet he had not broken an egg all day. So how many eggs had Phil taken to market?

Thanks to an anonymous reader for this teaser — he (or she), forgot to include a name!

Prize Puzzle No.5

MY GRANDFATHER'S CLOCK

Oh dear, Grandad's clock is as old as the great man himself — and it shows! Cracks are already appearing in the clock face, and it won't be long before the whole thing falls apart. Can you continue to break the clockface (following the cracks already shown), into five pieces? You've got to come up with the totals of 12, 14, 16, 18 and 20 for each piece. Tricky? Well blame the one and only **Mr D Griffin** for this little teaser.



You wanna win ten new pieces of great software? Well, complete the cracks in the clockface and show how you arrived at the answers, fill in your name at the bottom of this coupon and send the whole lot off to Tricky? I Thought You Said 'Tricky' Compo, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Entries to arrive no later than 30th September, or you won't have a Granny's chance of winning.

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DOUBLE DUTCH SQUARE

Across the Sleve (as the French would have us call it), in Holland, **Frank Bakkum** has devised this really nasty puzzle for you to have a bash at. D'ya remember the magic squares which had to be filled with numbers to make each total diagonally, horizontally and vertically add up to the same number? Well, the idea's the same but in Frank's puzzle you have three squares which contain the numbers from 1-48 without being repeated. Each line has to add up to 98, and to start you off, Frank has generously put in a few numbers. Off you go then!

	19	25	
24		13	
	42		

	26		
14			32
	44		23

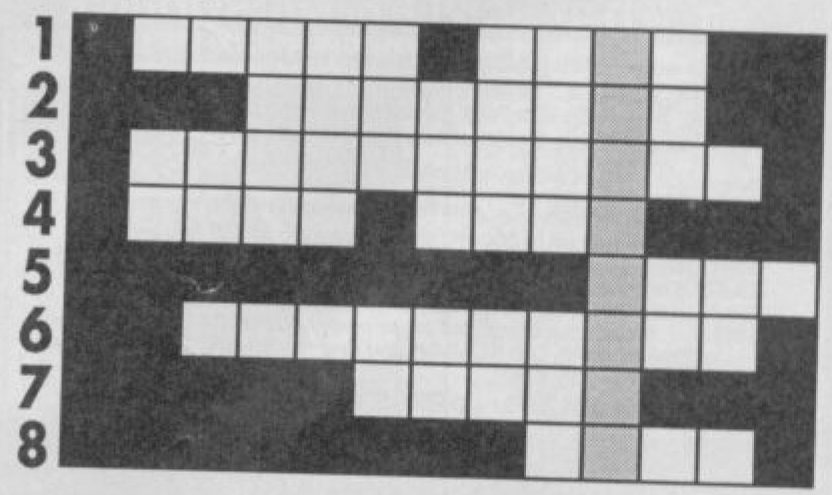
	34		4
27			
		28	15

ONLY KIDDING

A boy and his father were in a bad car crash. The boy's father was killed outright, but his son survived and was rushed off to hospital. He was taken into the operating theatre, at which point the surgeon exclaimed "Oh my god! That's my son!" How can this be?
Ta very much **Andrew Redfearn** from Huddersfield for that!

GAMES, GAMES, GAMES!

Over to **Richard Garret** from Chelmsford for the next puzzler.... Can you work out the names of the games from the clues given, then go on to work out the name of the game which will appear over the shaded squares?



1 Mad form of transport.
2 Thor, Thyra, Merlin and Quentor.
3 Fred and Wilma's last name.
4 Exclusive car driving on *YS*.
5 What you need to face things!
6 The ultimate bad dream.
7 Ancient Gallic.
8 Huge hairy monster.

GETTING TO PRINT

It's come to the attention of the powers that be, that I've been far too generous with my prizes (maybe because there's so many of you writing in now.) So, I'm 'fraid only the composer of the Prize Puzzle will receive the bundle of five pieces of software, but the rest of the puzzles printed will still receive a new game. So if you fancy winning yourself a new game, send your puzzles to me at Pete's Puzzlers, *Your Sinclair,* 14 Rathbone Place, London, W1P 1DE. But please don't specify a game you want, as we can't guarantee what we'll send you.

As for getting your brain around this lot of teasers, if you can't manage it, then take a look on page 109. Why? 'Cos that's where the answers are stoopid. See you next month!



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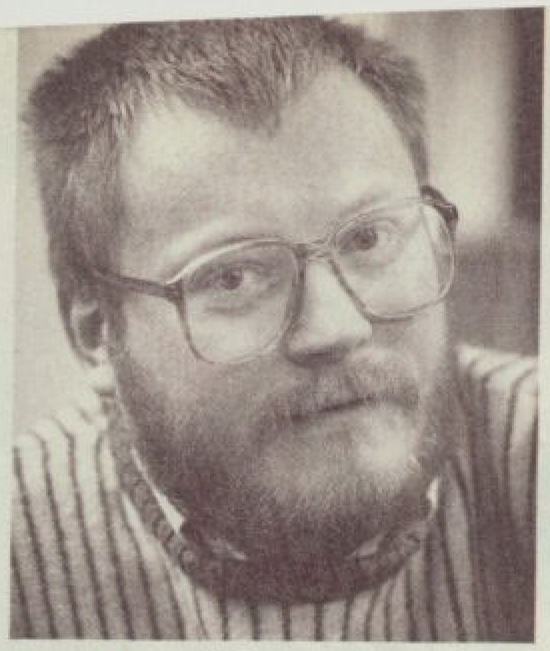
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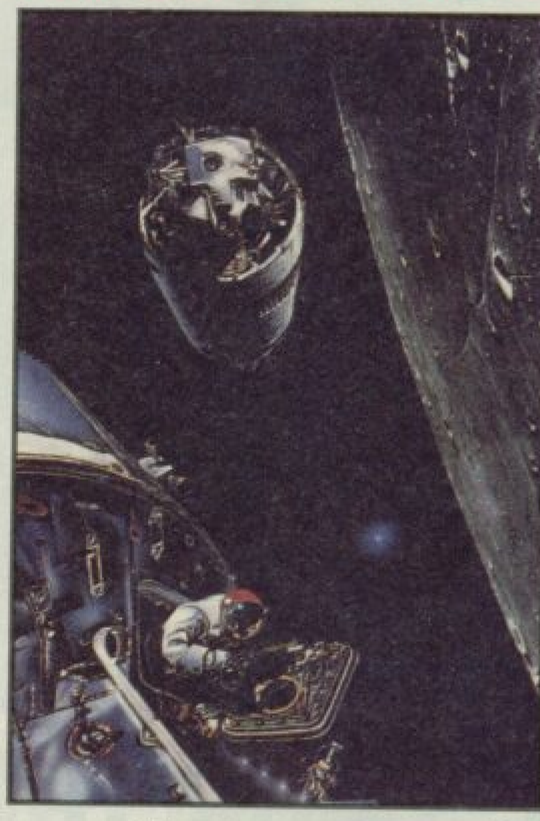
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Only Kidding

Steinar Lund is the man behind both our *Psycho Pigs* cover and this month's ninja masterpiece, but can he stomach a meal with *Graeme Kidd*? Read on and find out . . .



Norwegian nosh is very hard to come by in this country — even Steinar Lund, extremely well known illustrator in the computer industry, didn't know of a good Norwegian restaurant to visit — and he's been living in England since 1964! So where else could we go, courtesy of the *YS* luncheon vouchers, to eat and talk about his work? We settled for a Chinese at Mr So's in Winchester.

It was a bit of a disappointment for Steinar — he'd love a meal on a Russian spacestation! Tongue in cheek, he tells me that he's been campaigning to get a Norwegian in space (himself!), ever since he first saw the space pictures from NASA. 'There are some things I'd like to do in zero G,' he explains, 'like be the first man to go swimming in zero gravity!' Apparently the contents of a swimming pool would form into a huge sphere in an orbiting spacecraft, so it would be a case of scuba diving in space. Not a man with a mean, petty little ambition in life, this Steinar Lund fellow...

'I'd like to be the first man to go swimming in zero gravity!'

The fried seaweed and crispy wantun arrives; as we take up chopsticks Steinar explains that he used to be a great sci-fi fan. He read avidly and still enjoys 'all the spacey things.' Clearly a major influence when you look at his artwork which has adorned countless computer game inlays. As an artist, he also gets a buzz from cartooning and photo-realism, (check his painting for *Hunt For Red October)*.

Here's a little bit of history. His family moved to Southampton in 1964 from Bergen in Norway, and the young Steinar went through his O and A levels, taking art along the way. Working in a family business — a chain of newsagents — he decided to study interior design, with a view to applying skills to the design of shops. With this in mind he took a year's foundation course at Southampton and completed his studies with three years at Kingston Art College.

Selling a few paintings while at college prompted Steinar to consider a career as an illustrator rather than as an interior designer, and once his studies finished he spent a year building up a portfolio — against some parental pressure. 'They didn't realise the potential for making a living as an artist,' he explains.

Crispy Duck Time: we coat little pancakes with plum sauce, add morsels of duck, cucumber and shredded spring onion before rolling them up and munching. (*Why can't I do this column? Phil*) Weird how some dishes are thought up... some time in the past, a Chinaman must have stumbled across a crispy, wind-dried duck and wondered what to do with it. How did he come up with the idea of combining it with pancakes, plum sauce and shredded veggies? A masterpiece of lateral thinking, (probably would've been an adventure writer today!). But then fishballs count among the culinary masterpieces of Norway — Chinese nosh was definitely the best idea.

Anyway, back to Steinar. Surrealists, and in particular Magritte and Dali, were Steinar's first artistic influences. Taking up an airbrush in his final year at college ('they told me it would take ten years to master, but I didn't let that deter me'), he soon found other artists whose work he admired: Chris Foss, Chris Moore, Jim Burns, Tim White and then the photo realist Michael English. 'My all-time favourite is Maxwell Parrish — he uses glazes to acheive spectacular effects in his paintings.'

Once a respectable portfolio of work had been created, Steinar went on holiday abroad and landed his first major job as a commercial artist. Through the brother of a friend, he was asked to provide cartoon illustrations for a light-hearted DIY book. Then returning from holiday, he got involved with Thorsons, a publisher in Wellingborough who specialises in 'New Age' books. Steinar covers for books on the occult, healthy living and so on, soon followed. Around that time, the home computer software boom started in earnest...

Steinar knew Nick and John, the founders of Quicksilva, and they asked him to provide inlay illustrations for *Defender* and *Asteroids*. 'The whole thing grew from there,' Steinar explains, reaching for another sliver of waterchestnut, 'I went along to a few computer shows with my portfolio, talked to people and started doing work for inlays and then magazine covers.'

Given the nature of computer games, much of Steinar's work for the software industry is based on space fantasy themes, although a pig wielding a bloody chainsaw (*YS*, June ish) was a rather unusual commission. And thereby hangs a squiggly tale — when we lunched, Steinar was in the middle of working on a *Psycho Pig* song with his nephews Paul and Tom. 'We're doing it mainly for fun, playing around with synthesisers, laying down a bass line and building up the effects and chords.' Music is Steinar's main relaxation at the moment — listening to it mostly, but playing keyboards for fun. 'I suppose the next stage is to get an ST if finances stretch to it, and then perhaps a sampler. But it's dangerous... before you know it, you've spent hours and hours messing around and got no work done.'

'Toffee coated banana.'

Toffee coated banana for pud prompts a short discussion about Norwegian desserts, including a yummy sounding sponge cake that is a speciality of the Lund household. Apparently you soak the sponge in fruit juice . . . But back to computer games. What about designing a game, or working on the graphics? 'I designed a lot of the sprites for a game about the Olympics in 1984, but the game didn't actually come out — the programmer never completed it, so I didn't actually get any money. People now specialise in designing games and I've got more than enough to learn in my own area — as an illustrator you never stop learning about things like perspective, how shadows fall and so on.'

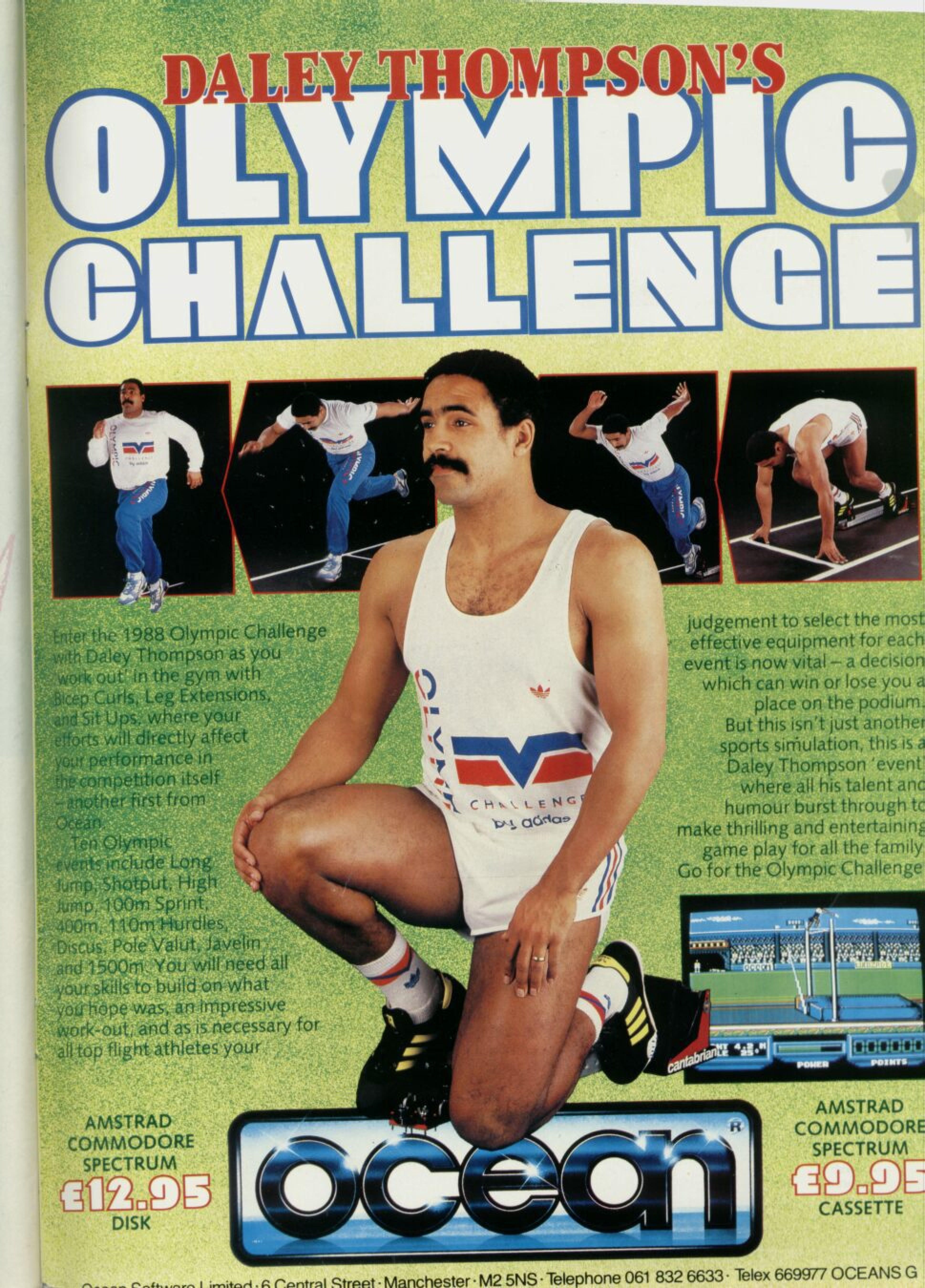
A concrete ambition is to get involved in moving pictures, perhaps involving computers — 'applying art to other areas, maybe using computer graphics in a more artistic way, perhaps basing something on a static painting and then making it move afterwards.' A bit like the TV show *Knightmare*, which used paintings from fellow software illustrator, David Rowe. Or possibly as an art director on film or video.

After the coffee, came the bill and it was time for Steinar to stroll back to the studio he shares in Winchester with a design and copywriting firm. He's in the middle of a commission, and what with *Psycho Pig* songs and long Chinese lunches, he's got to be careful to keep on schedule.

Life as a Norwegian illustrator in England seems good. Even if you do forget how to ski: 'I was in Norway last Easter, so I rented some skis — I was quite pleased with myself, I went off the biggest hill there and got to the bottom. Once I was off the lip, I had no time to think about anything else, but I made it. I nearly fell over right at the bottom, in front of hordes of people, but I recovered. I couldn't have got away with it if I'd fallen over.'

Clearly, people don't expect Norwegians in space, but they do expect them to be able to ski . . .

ILLUSTRATION: STEINAR LUND


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